

**FREE
INSIDE**

Lord of the Rings
Saruman card
from Decipher

YU-GI-OH!

#52
JUL/AUG
2002

SCRYE

THE GUIDE TO COLLECTIBLE CARD GAMES

YU-GI-OH!

Player's guides for

and **MAGE KNIGHT**
SINISTER

and **MAGIC TYPE 2**
JUDGMENT

and **STAR WARS**
TRADING CARD GAME

and **MARVEL**
HEROCLIX
Infinity Challenge



51,387

 prices inside

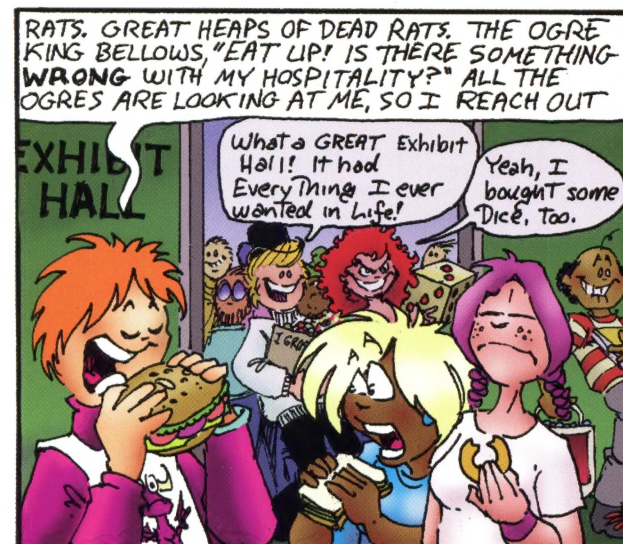
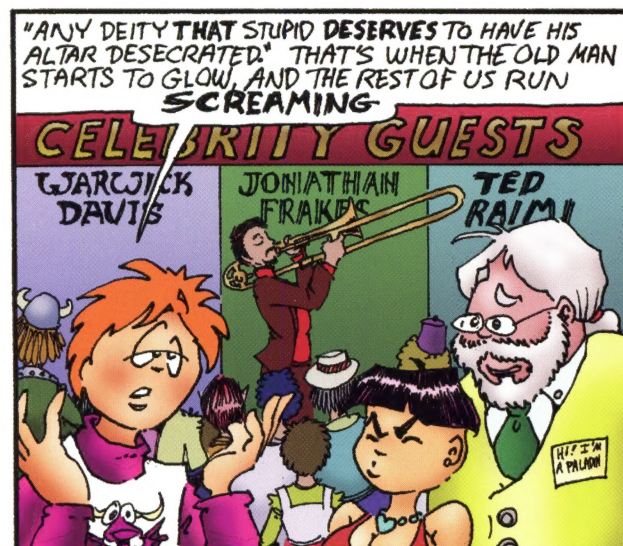
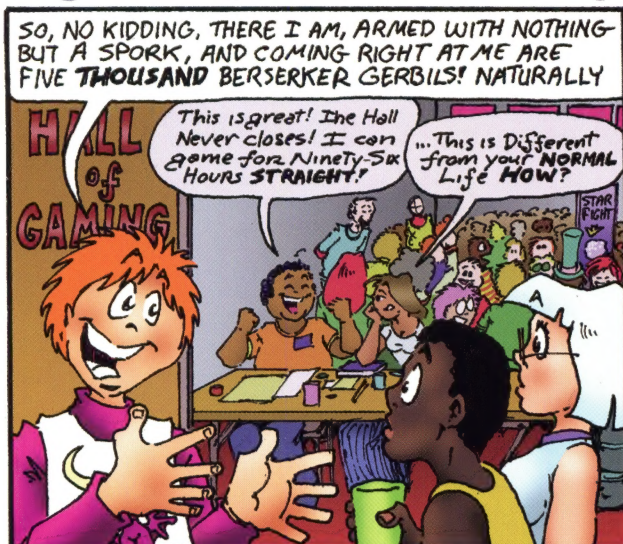
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• DragonBall Z • Mage Knight • Harry Potter • Battle Trolls
• NBA Showdown • Warchon • Gregory Horror Show • Star Wars
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SCRYE®

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Issue 52 July/August 2002

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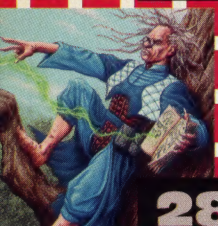
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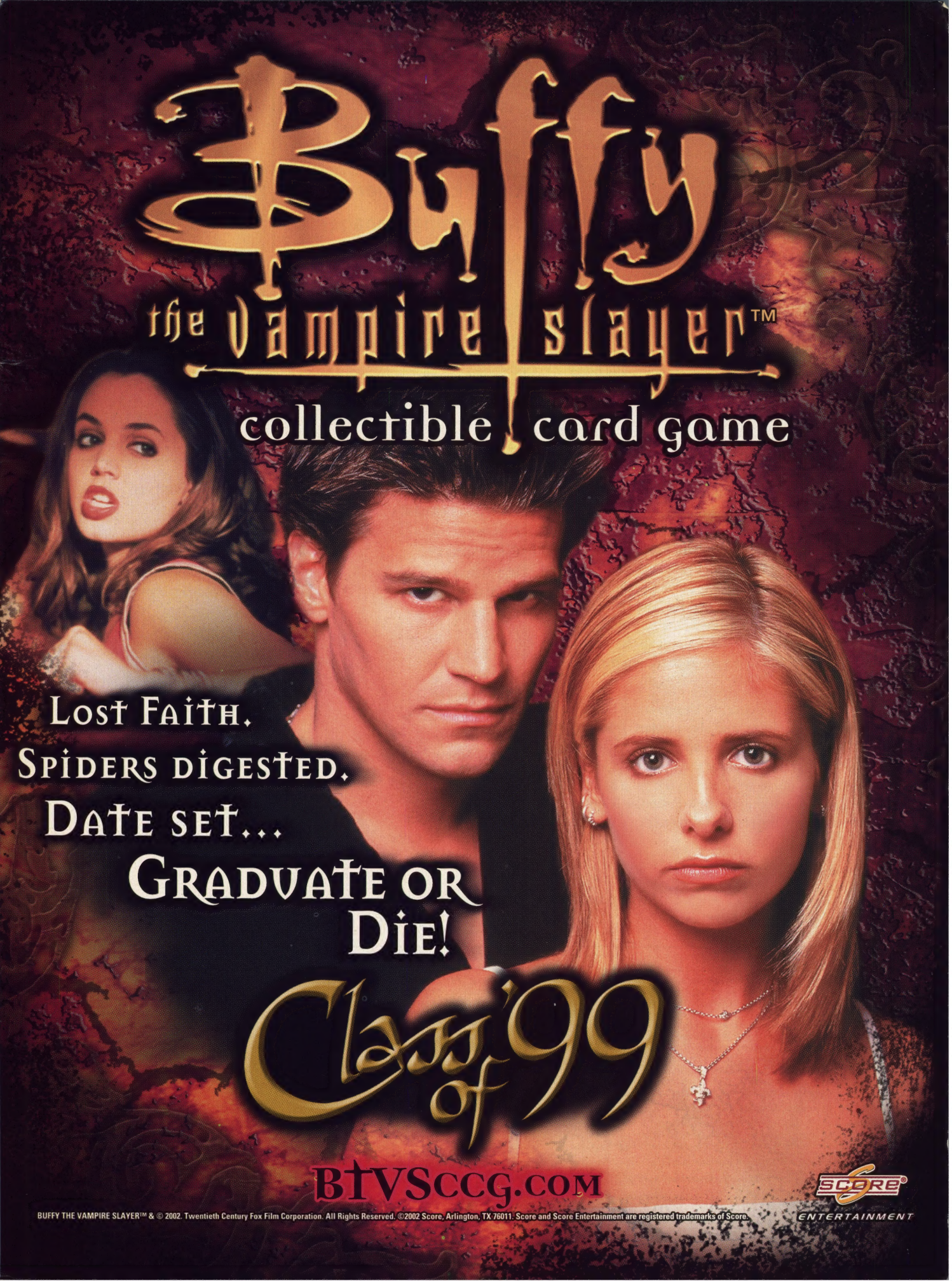


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Buffy

the vampire slayer™

collectible card game



Lost Faith.
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DIE!

Class of '99

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SCORE

ENTERTAINMENT



Hello, I must be going ...

With this issue, we say goodbye to Associate Editor James Mishler, who has headed west to work for WizKids. James is a big fan of *Mage Knight*, in addition to playing a mean game of *Pokémon* and being an avid role-player. We're sure he'll do well at WizKids, and while we'll miss his help on *Scrye*, we're consoled by the fact that he's promised to keep us up-to-date on what WizKids has planned. Good luck, James!

Now, please welcome former *Scrye* Acquisitions Editor, Contributing Editor, and longtime freelance writer Jason Winter, who is braving the wilds of Wisconsin to take up the post of Associate Editor. Jason, too, has a great deal of experience in the world of collectible card games, and we know he'll continue to do a fine job for *Scrye* — as long as we can keep him safe from the deer and the wild turkeys here, anyway.

Don't forget to cast your vote! The Origins Awards ballot is now online at www.origin-sawards.com. There's still time to log on and be counted, but you've only got until midnight Pacific Time on June 10 — so don't delay! We're not just saying that because our own *Scrye Collectible Card Game Checklist and Price Guide* book has been nominated for Best Game Accessory this year, either. There are lots of great collectible games that received nominations this year, and you can help them get the recognition they deserve!

A big round of thanks to Decipher for the Saruman insert card in this issue, and also to Mark Irwin at Upper Deck for getting us the spoilers not just for the first *Yu-Gi-Oh!* release but for the upcoming *Metal Raiders* expansion, as well; and to the gang at Wizards of the Coast for rushing the new *Pokémon* Team Format rules to us before the ink had time to dry, so we could get them into this issue.

Enough talk. Deal the cards...

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ON THE COVER:



Friendly neighborhood Spider-Man ...

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Game companies revving up for hot summer releases

Alderac

Why'd it have to be snakes?

Nest of Vipers, the June Warlord release, will include several new mechanics that will expand the abilities of Warlord characters. The new expansion will allow multi-class characters and features cards that will give characters with magic resistance. It will also include the potent new Ritual cards, which are powerful spell-like actions. Nest of Vipers, which will include more than 150 new cards (plus 50 new foils), will be available in four new pre-constructed decks, each retailing for \$9.99, and 11-card booster packs for \$2.99.

Tales of Assassination

Book-minded Warlord fans should appreciate Tales of the Assassins' Strike, a collection of 10 short stories based on the Assassins' Strike, the most traumatic day in the history of the Lands of the Accord. Familiar characters and elements from the CCG are present in the book, and many secrets are revealed. The stories are fashioned by such notables as Ree Soesbee, Jim Pinto, Andrew Getting, among others.

Abyssal Attack.

With this unique Warlord promotion, a store can sign up to receive an Abyssal Attack deck, which the tournament director plays against the top finisher in a tournament. If that player falls to the deck, the second-place player can try, and so on, until someone finally defeats the deck – which they then get to take home with them. Go to Alderac's website to find the location of a tournament near you.

NOW PLAYING

We have confirmed that the following collectible-game products have shipped to stores in the United States. New game systems appear in **boldface**:

Buffy the Vampire Slayer: Angel's Curse Unlimited Edition (Score – April)

Diceland: Deep White Sea (James Ernest Games – April 29)

DragonBall Z: Cell Games Limited Edition (Score – April 19)

DragonBall Z: Cell Games Unlimited Edition (Score)

Mage Knight: Radiant Light Dragon (WizKids – May 8)

Mage Knight Castles: Castle Tower (WizKids – April 26)

Mage Knight Castles: Castle Walls 1 (WizKids – April 26)

Mage Knight Castles: Castle Walls 2 (WizKids – April 26)

Marvel HeroClix: Infinity Challenge (WizKids – May 1)

MLB Showdown 2002 (Wizards of the Coast – April 29)

Pokémon: Legendary Collection (Wizards of the Coast – May 13)

Shadowfist: Dark Future (Z-Man Games – April 19)

Star Trek: The Motion Pictures Expansion (Decipher – April 17)

Star Wars: Attack of the Clones (Wizards of the Coast – April 23)

WWF Raw Deal: Mania (Comic Images – April 15)

Yu-Gi-Oh! U.S. Unlimited Edition (Upper Deck Entertainment – May 3)

Card Collector Confidential

by James Mishler
& Jason Winter

Broken Blades mean big trouble

Peace has come and gone. In this time of turmoil, a new leader has declared himself Shogun. Furthermore, the Shadowlands Army has marched passed the Kaiu Walls, stormed through pathetic human defenses, and is closing in on Otsan Uchi, the Imperial capital. With broken alliances and new brothers, can Rokugan hold together all that it holds dear? The time of trial and tribulation has begun. Are you the one to rise above the waves and bring order to chaos?

This set features decks for the Crab, Scorpion, and Unicorn clans. Introducing 150+ new cards and a new storyline tournament, Broken Blades intends to change the way you play Legend of the Five Rings. 48 11-card booster packs per display at \$2.99 per booster, eight starters per display, \$9.99 per deck. July release.

Decipher New Realms

Focusing on Elf-related cards and themes and including new versions of Legolas, Elrond, Arwen, and Galadriel, Realms of the Elf-Lords, the newest Lord of the Rings set, will be released June 19 (starter decks) and July 3 (booster packs). The two 63-card starter decks will be based on Legolas and Boromir and will contain a mix of cards from all three sets, including three random Realms rares. The decks will retail for \$10.95; the 11-card boosters for \$3.29. A series of pre-release tournaments are scheduled for the weekend of June 15-16, with a special pre-release tournament card to be handed out to

all participants. To find a location near you, log on to DGMA.com.

The 122-card set will also feature new artifacts like the Shards of Narsil and the Palantir of Orthanc. Isengard's most notorious resident, Saruman, will also make an appearance. The Two Towers, scheduled for November, will follow this set.

Star Trek: A new mission

There's big news coming from Decipher about its Star Trek license. The design gurus in Norfolk are working on a new Star Trek collectible card game. The old game will continue to be supported, though the new game will be incompatible with the old. Each player will take on the role of one faction from any of the Trek series (including Enterprise). A turn consists of running through one "episode," where players will be able to perform actions (based on their ship and personnel) to help themselves or hinder their opponents. The game will have both two-player and multi-player capability and is tentatively scheduled for fall release, with the first expansion scheduled to follow the theatrical debut of Star Trek Nemesis. Look for demos of the game to be available at this summer's conventions.

Star Wars

Decipher will donate more than a million dollars in product, promotional materials, and financial backing to the Star Wars Customizable Card Game Player's Committee, a non-profit group of volunteers. The donation is meant to reward loyal players and retailers who supported the game during Decipher's run with the CCG license and to keep the game alive. The Player's Committee will take over the Star Wars CCG World Championship tournament at DecipherCon, as well as a number of other duties. For more information, go to www.gameplayersnet.com/card/games.asp?gm=starwars

Fantasy Flight Games Art signed by the author!

Fantasy Flight Games is giving away an 8 x 10" limited-edition print of artwork from the A Game of Thrones CCG to every fan who preorders a box of boosters from their local game store, and every print is signed by series author George R. R. Martin! All you have to do is go to the A Game of Thrones website, www.fantasyflightgames.com/got.html and download the Free Artwork form. When you go to your local game store to preorder the game, have an employee fill out the form and then mail it to Fantasy Flight Games. You can choose from three pieces of artwork, including "As Hard as the Winter," pictured here. This offer is only available through game stores, and you must preorder your box of boosters before July 15.

A Game of Thrones will be released at Gen Con. Starters will be based on each of the major families from the series of novels (Stark, Baratheon, and Lannister).



or turn to our Player's Committee update on **Page 74** of this issue.

Excelsior Entertainment Mutant Chronicles resurrected

Pennsylvania-based Excelsior Entertainment plans to re-release the *Mutant Chronicles* and *Chronopia* game lines formerly produced by Target/Heartbreaker. No word yet on when or if Excelsior will bring back *Doomtrooper*, the collectible card game based on the *Mutant Chronicles* setting.

Interactive Imagination A League of its own

The first season of the official Magi-Nation League begins June 8 and runs through July 19. Retail outlets can sign up to host weekly league games in their store. The sign-up kit includes instructions, flyers, stickers, posters, and a T-shirt for the League Elder. A new league season starts about every six weeks, so if you miss out on this one, encourage your local retailer to start up the next time around.

Score The final battle

The DragonBall Z National Championship will be held at Wizard World Chicago the weekend of July 5-7, with the winner receiving a \$1,000 cash prize. The World Championships will follow at Gen Con Game Fair in Milwaukee, Wis., Aug. 8-11. The grand championship will cart off a ton of DBZ cards and \$5,000. Also, the top 16 finishers will receive the exceptionally rare **Champion Drill** card.

Both tournaments are "open" events, available to any player, regardless of participation in another regional event. All participants will receive product and prizes for playing, regardless where they finish.

Gohan learns to box?

The *Capsule Corp Power Pack* is a 600-count card box printed with one of four designs on the outside and holding a collection of all-new promo cards. You'll find five new main personality cards (Levels 1-3 of Master Roshi, King Kai, Lord Slug, The Ginyu Force, and Future Gohan), eight DBZ Game Boy Advanced exclusive cards, two Tuff Enuff-only tournament-format cards, a *Saiyan Saga* booster, and more.

Get set to play at the World Games

This single set combines three sagas into one huge release. *World Games* will consist of ten new starter decks containing seven Heroes and three Celestial Warriors with more than 200 new cards between the boosters and the starters. There will also be six preview cards for the upcoming *Babidi Saga* expansion and 10 new promo cards to be found in tournaments, magazines, and conventions.

Second time's the charm ...

Cards from the *Frieza*, *Trunks*, *Androids*, and *Cell Sagas* will be reprinted in unlimited editions. The *Trunks* set will see an additional repacking in the "Best of Trunks" decks that will include 66 *Trunks* cards (including 11 foils) in one of five pre-constructed decks. Each deck

will be based on a different main personality and include levels 1-3 of that personality. Look for additional never-before-seen promo cards from the *Trunks Saga*, as well.

Promotional events humming along

The DBZ Hummer Tour is up and running. More than 2,500 very loud fans showed up for the first stop in San Antonio, Texas, and the tour is scheduled to hit 30 locations before it wraps up in September. There are a variety of different activities at each event, like voice-actor signings, demos, prize giveaways, and tournaments.

The Saiyan Volunteer program is expanding to include volunteers of ages 14-17. If you're in that age group and are interested, e-mail Volunteers@DBZCardGame.com to sign up.

Bad girl joins Class of '99

Class of '99, the second expansion for *Buffy the Vampire Slayer*, will contain the game's first Good/Bad Slayer, Faith, as well as six new previews from *The Initiative* and 10 promo cards. The 250+ card set will be available in August and will retail for \$10.99 (starters) and \$3.29 (boosters).

Magnificent SEVEN

In tournament news, Score is launching SEVEN (Score Entertainment Verified Event Network), which will include a new tournament format for multiplayer *Buffy* patrols. Go to BTVScg.com for more on this system and other events. Also, *DragonBall Z* players can use their SEVEN ID to check out their newly revamped DBZ ratings on DBZcardgame.com. The system is as high-octane as the numbers in the game, with ratings liable to run into eight digits.

Upper Deck Entertainment Metal & Magic

The new *Yu-Gi-Oh!* set, *Metal Raiders*, should be available in June. *Magic Ruler*, the next expansion set, is on target for September release.

Medabots

Upper Deck Entertainment will introduce a new CCG based on the Fox Kids cartoon series *Medabots* in July. Each 'bot has its own special set of powers and interchangeable weapons. A hit in Japan, the game will be a touch more complex than the standard "fighting critter" game, according to Upper Deck.

Wizards of the Coast Electronic Pokémon

The *Pokémon-e* card products are a new development in the game industry that combines traditional collectible card game play with the handheld technology of Game Boy Advance. The first *Pokémon-e* card set will hit store shelves in mid-August, followed by four additional *Pokémon-e* card releases in the future.

Pokémon-e remains compatible with the regular collectible card game as well as with the new Nintendo e-Reader. Each card is encoded with a Dot Code strip that gives the game an added dimension. With the swipe of a game card, sound effects, graphics, or data will appear

COMING SOON

The following U.S. release dates are tentative and subject to change, and reflect information as *Scrye* goes to press. *Scrye* endeavors to print only the best available release information. New game systems appear in **boldface**:

JUNE

Collector's Guide to Mage Knight: Vol. 1 (WizKids)
DragonBall Z: Capsule Corp Power Pack (Score)
Gregory Horror Show Experience (Upper Deck)
Harry Potter: Adventures at Hogwarts (Wizards of the Coast)
Mage Knight Castles: Castle Gatehouse (WizKids)
Mage Knight Conquest Rulebook (WizKids)
Magic: The Gathering Online (Wizards of the Coast)
Marvel HeroClix: Sentinel (WizKids)
Marvel HeroClix: Infinity Challenge Premier Ed. (WizKids)
Warlord: Nest of Vipers (Alderac)
Yu-Gi-Oh! Metal Raiders (Upper Deck)

SUMMER

Magi-Nation: Voice of the Storms (Interactive Imagination)

JULY

Collector's Guide to Mage Knight: Vol. 2 (WizKids)
Dragonball Z: Capsule Corp Power Pack (Score)
Legend of the Five Rings: Broken Blades (Alderac)
Lord of the Rings: Realms of the Elf-Lords (Decipher)
Mage Knight Castles: Castle Keep (WizKids)
Mage Knight Dungeons Premier Ed. (WizKids)
Mage Knight Conquest Siege Pack (WizKids)
Mage Knight Unlimited Painter's Ed. (WizKids)
Medabots (Upper Deck)
MLB Showdown 2002: Trading Deadline (Wizards of the Coast)
Shadowfist: Boom Chaka Laka (Z-Man)
Star Wars: Sith Rising (Wizards of the Coast)

AUGUST

Buffy the Vampire Slayer: Class of '99 (Score)
Dragonball Z: World Games Limited Ed. (Score)
Fire in Kursk Playmark Book Game (Z-Man)
A Game of Thrones (Fantasy Flight)
HeroClix: Indoor Adventure Pack (WizKids)
HeroClix: Outdoor Adventure Pack (WizKids)
Mage Knight Titans: Hill Giant "Iron Rain" (WizKids)
Magi-Nation: Second Order (Interactive Imagination)
MechWarrior: Dark Age (WizKids)
NFL Showdown 2003 (Wizards of the Coast)
Sack Armies: Colonization (Tyranny Games)
Shadowfist: 10,000 Bullets Starter Ed. (Z-Man)

SEPTEMBER

DC HeroClix: Hypertime (WizKids)
DragonBall Z: World Games Unlimited Ed. (Score)
Mage Knight Titans Two-Pack (WizKids)
MLB Showdown 2002: Pennant Run (Wizards of the Coast)
Transformers: Armada (Wizards of the Coast)
Yu-Gi-Oh! Magic Ruler (Upper Deck)

FALL

Angel (Score)
Star Trek (Decipher)

OCTOBER

Harry Potter: Chamber of Secrets (Wizards of the Coast)
Marvel HeroClix: Expansion 1 (WizKids)
NFL Showdown 2003: 1st & Goal (Wizards of the Coast)
Warlord: [Unnamed 300-card Expansion] (Alderac)

FALL/WINTER

Buffy the Vampire Slayer: The Initiative (Score)

NOVEMBER

Star Wars: A New Hope (Wizards of the Coast)
Lord of the Rings: The Two Towers (Decipher)
MechWarrior: Dark Age Expansion 1 (WizKids)
Yu-Gi-Oh! Pharaoh's Servant (Upper Deck)
DragonBall Z: Babidi Saga Limited Ed. (Score)
DragonBall Z: Babidi Saga Unlimited Ed. (Score)
Legend of the Five Rings: The Fall (Alderac)
Magi-Nation: Daybreak (Interactive Imagination)

WINTER

Dragonball Z: Buu Saga (Score)

TOP OF THE CHARTS

Top-selling CCGs

- 1) Magic: The Gathering
- 2) Dragonball Z
- 3) Lord of the Rings
- 4) Mage Knight
- 5) Pokemon
- 6) Yu-Gi-Oh
- 7) Harry Potter
- 8) Star Trek
- 9) Legend of the Five Rings
- 10) Warlord



Top-selling Magic cards

- 1) Birds of Paradise
- 2) Call of the Herd
- 3) Urza's Rage
- 4) Shadowmage Infiltrator
- 5) Grim Lavamancer
- 6) Undermine
- 7) Iridescent Angel
- 8) Pernicious Deed
- 9) Traumatize
- 10) Skizzik



Top-selling

Lord of the Rings cards

- 1) Aragorn: Ranger Of The North
- 2) Cave Troll of Moria
- 3) Lurtz: Servant Of Isengard
- 4) Aragorn's Bow
- 5) The Witch-king, Lord of the Nazgûl
- 6) The Witch-king: Lord Of Angmar
- 7) Arwen: Daughter Of Elrond
- 8) Boromir: Lord Of Gondor
- 9) The Balrog, Flame of Udûn
- 10) Watcher in the Water, Keeper of Westgate

Top-selling Mage Knight figs

- 1) Storm Golem
- 2) Wraith
- 3) Thunder Golem
- 4) Mummy
- 5) Solonavi Creator
- 6) Gate Lord
- 7) Magna Draconum
- 8) Solonavi Striker
- 9) Dwarven Stomper
- 10) Maelstrom Golem



Top-selling Pokémon cards

- 1) Ho-oh
- 2) Charizard
- 3) Shining Charizard
- 4) Blastoise
- 5) Dark Tyranitar
- 6) Lugia
- 7) Shining Celebi
- 8) Dark Typhlosion
- 9) Scyther
- 10) Shining Raichu



Star Wars Celebration II a hit for Wizards

More than 25,000 fans converged on Indianapolis, Ind., May 3-5 to revel in Jedi-mania at the second Star Wars Celebration event. The festival touted a digitally-produced eight-minute excerpt from *Attack of the Clones*, actors from all five films, a concert of *Star Wars* music, and, of course, Wizards of the Coast and its new *Star Wars* TCG.

Highlights of the event included a special "Star Wars in Pop Culture" film room, showing video shorts, cartoons, trailers, and music videos; a toy museum sponsored by Hasbro containing every action figure and vehicle produced in the last 25 years; a fan films award area, honoring the skills of amateur directors and George Lucas wanna-bes; and a kid's room for all the young Jedis and their families.

"Star Wars Celebration II far exceeded our expectations. For the 27,000 fans at the event, it was a can't-miss three-day experience that allowed them to celebrate and take part in 25 years of *Star Wars* history," said Steve Sansweet, Director of Content Management and head of Fan Relations at Lucasfilm Ltd.

Wizards introduced a multitude of new people to its card game. Most notable was Daniel Logan, the young Boba Fett in *Episode II*, who was introduced to the game by Richard Garfield himself. There's no word on who won the game, but the good news for Logan is that there were no sarlaccs reported in the area ...



Daniel Logan, the young Boba Fett in *Attack of the Clones*, learns how to play Wizards of the Coast's new *Star Wars* game from one of the designers — *Magic: The Gathering* creator Richard Garfield.

on the Game Boy Advance screen. Select cards will produce a mini-game when scanned with a series of other cards.

For *Pokémon* TCG players, *Pokémon-e* cards will offer a full line-up of products with familiar creature cards and popular *Pokémon* with brand new attacks; new trainer cards, which give players more options in the game; and a new mechanic called Supporters designed to aid *Pokémon*.

Foiled again!

Released in May, *Legendary Collection* is the first *Pokémon* TCG release to incorporate foil versions of every card in the set, making it possible for game enthusiasts to collect an all-foil version of the entire release through the purchase of booster packs. Holofoil cards in the set add a new element of rarity with an additional foil stamping.

The *Pokémon: Legendary Collection* should be available now in \$3.29 11-card booster packs. They'll be followed in mid-June by two 61-card theme decks priced at \$9.99 each, with each theme deck including a randomly inserted foil card.

Magic in the digital age

Wizards of the Coast has announced that *Magic Online* is almost ready to be opened to the public. Expected some time in June, the service will offer more than 1,600 digital cards, 24/7 accessibility, forums for varying levels of play, online player rankings, tutorials, and a free trial. Players who collect a full set of online cards will have the option of trading them in for physical *Magic* cards. The website is www.mtgonline.com.

WizKids

The Four Horsemen meet Mr. Suitcase

Between April 22 and May 7, a single bidder on eBay acquired three of the Four Horsemen from the *Mage Knight Sinister* set. Bidding a total of \$7,000, the as-yet-unidentified bidder "r45kd" made the winning bids on *War* (\$2,325), *Death* (\$3,050), and *Pestilence* (\$1,625); thus far, *Famine* has not been up for auction on eBay. The same bidder also made the winning bid on a complete set of 20 limited-edition *Mage Knight Sinister* figures for \$1,825 May 7.

Mishler gets Mage-Knighted

WizKids has released a limited-edition *Mage Knight Sinister* figure named after former *Scribe* Associate Editor James Mishler. *Sir Mishler*, an elite figure from both the *Knights Immortal* and *Hero* factions, is a prize figure from the *Mage Knight Sinister* expansion.

Z-Man Games

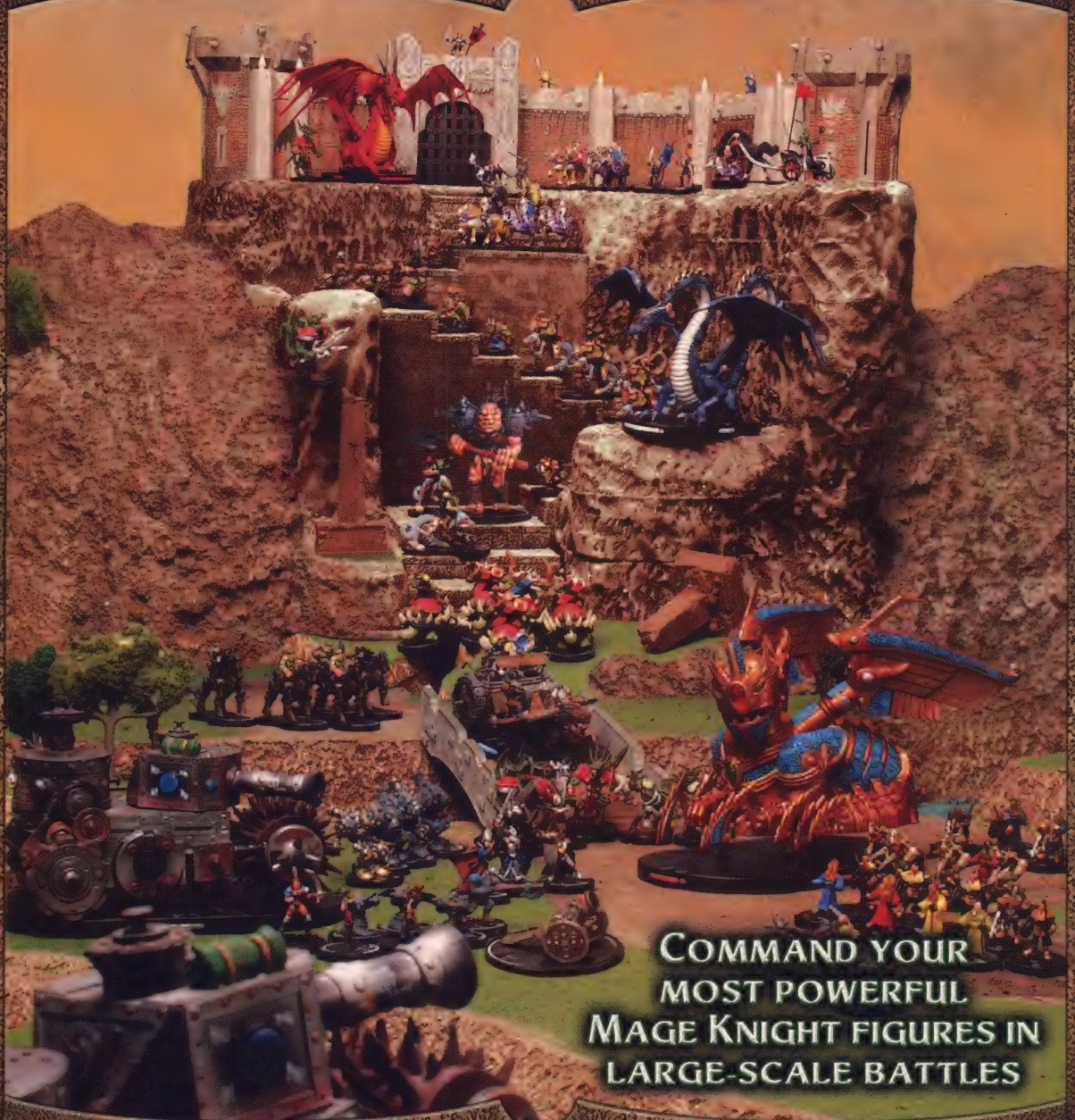
Fire in Kursk

Fire in Kursk is a World War II game using Z-Man's new Playmark Book Game system developed for the release *Warchon*. *Fire in Kursk* will recreate the greatest tank battle of the World War II.

Shadowfist starts with 10,000 Bullets

10,000 Bullets, a new starter edition for *Shadowfist*, will have one starter for each of the game's eight factions, including the Purists. There will be new starter decks, reprints, and new cards. Playable out of the box, like *Year of the Dragon*, each deck will also have a revised introductory rulebook.

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HOW A 'MECH IS MADE

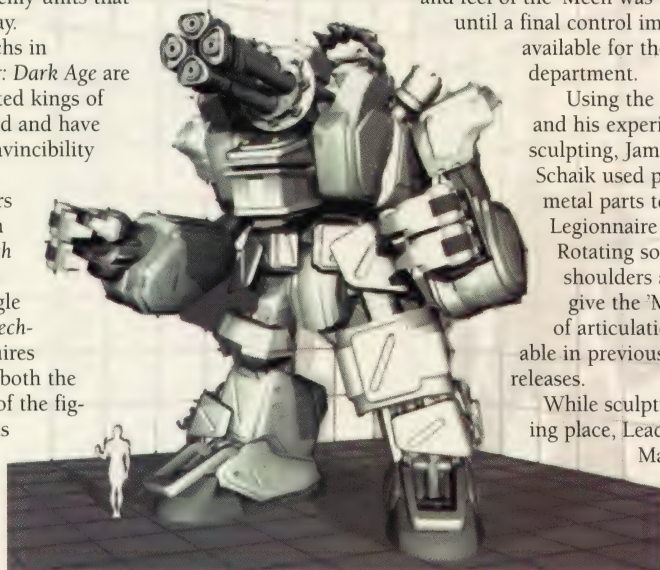
Designing a BattleMech for MechWarrior: Dark Age

From the beginning, *MechWarrior: Dark Age* was designed to be a combined-arms collectible miniatures game. A battle force is often built around a 'Mech as its primary combat unit. With the support of battle armor and vehicle units, 'Mechs have the firepower and mobility to achieve their objectives and decimate any enemy units that get in the way.

The 'Mechs in *MechWarrior: Dark Age* are the undisputed kings of the battlefield and have an aura of invincibility established through years of conflict in the *BattleTech* universe. To design a single 'Mech for *MechWarrior* requires attention to both the appearance of the figure as well as its abilities in game play. Due to the expectations of the world-

wide fan base of *BattleTech* players, it's just as important to capture the "feel" of a 'Mech as it is to represent its combat abilities and stats.

Each unit in *MechWarrior: Dark Age* begins as a written description detailing the unit name, relative speed and armor rating, and, in the case of a 'Mech, the unit's height. The **Legionnaire** is new to the *BattleTech* universe, so WizKids CEO Jordan Weisman, who co-designed the original *BattleTech* game; Randall Bills, a long-time contributor to the *BattleTech* universe from PenBlade Studios; and WizKids Game Design Director Jim Long had a clean slate to begin the design process. The simple specs for the Legionnaire called for a medium BattleMech (between 40 and 55 tons), 33' tall, mounting a single extra-large autocannon. Speed would be relatively fast, and armor protection would be moderate. At this point, computer-generated control art was developed by Vision Scape Interactive, a 3-D animation studio. Over several iterations, the appearance



Vision Scape Interactive designed this 3-D computer image of the Legionnaire BattleMech for WizKids' sculptors.

ON DECK
games in development!
by Matt Robinson,
WizKids Game Designer

and feel of the 'Mech was fine-tuned until a final control image was available for the sculpting department.

Using the control art and his experience in sculpting, James Van Schaik used plastic and metal parts to bring the Legionnaire to life. Rotating sockets in the shoulders and waist give the 'Mech degrees of articulation unavailable in previous WizKids releases.

While sculpting was taking place, Lead Designer Matt Robinson determined the combat values and special abilities to represent the 'Mech.

As well as the values determined by the unit's description, a unit's faction dictates many of its capabilities. Some factions favor fast units, others prefer defensive capabilities over offensive capabilities. As a member of the Swordsworn faction, the Legionnaire is equipped with a weapons configuration that emphasizes high damage output at the expense of poor heat dissipation. Its huge autocannon was easy to depict in the game, and the Legionnaire's primary damage value of 5 is high for a medium 'Mech. Its Armor Piercing special ability allows the Legionnaire to ignore a target's defensive special abilities. The "fast" speed value results in an initial speed of 10" for the Legionnaire. Initial attack and defense values are 10 and 20, respectively.

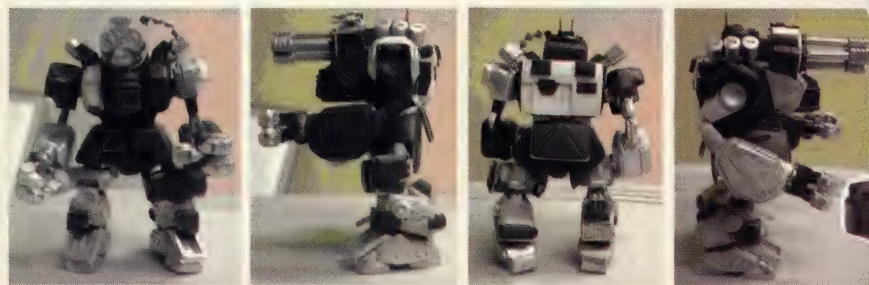
The heat dial has a huge impact on the play value of a 'Mech in *MechWarrior: Dark Age*. For the Legionnaire, its lack of adequate cooling



A prototype of the figure is cast using a mold made from the original sculpt.

is apparent. Negative modifiers to the performance of the 'Mech (known as "heat modifiers") appear early and often in this 'Mech's short heat dial. The possibility of ammunition explosions or overheated engine means a player must carefully manage the heat level on this 'Mech to get the most out of it on the battlefield.

With the combat values finalized and its sculpt complete, this 'Mech weighs in at 124 points and is ready to take to the battlefield. In a 300-point *MechWarrior: Dark Age* standard game, the Legionnaire will be pivotal to the outcome of a battle!



James Van Schaik combined plastic and metal pieces to sculpt the Legionnaire 'Mech.



The finished, painted Legionnaire 'Mech stands ready to do battle!



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Crush foes online in virtual CCG

Send your goats into the Witness Protection Program, because those aren't ordinary trolls under that bridge. They're Battle Trolls — warriors in an online collectible card game of the same name. *Battle Trolls* is similar to other CCGs, in that you can collect the set of 85 cards, with common, uncommon, rare, and ultra-rare cards. You can even trade cards with other players. The difference is that *Battle Trolls* has no paper at all — it's completely virtual.

To play, you sign up at www.battletrolls.com for a free two-week trial, which includes two packs of cards to try out the game. If you like the game, you can pick a membership package that suits you. With membership, you get more cards and access to members-only features.

There are three types of cards in *Battle Trolls*: trolls, powerups, and bonus cards. Trolls are the key. You pit your troll against an opponent's, and they fight to the death. With a few victories under its belt, a troll gains levels and becomes stronger. Powerups and bonus cards are your bag of tricks for winning a battle. Some, such as **Double Strike**, make your current attack stronger, some are defensive, like **Prayer**. Others

PLAYER'S CHOICE a buyer's guide to games by Tom Landy



Battle Trolls' online tutorial walks you through a sample combat. offer healing, like **Elixir** and **Antidote**. Then there are special cards, including **Retreat** and

the fearsome **Mindlock**. The difference between powerups and bonus cards is that bonus cards are rarer and their effects generally last a few rounds. Powerups only last one round.

There's is almost always another player somewhere in the world online to play against. Also, when trolls are defeated, they are *dead*. You can't use them anymore, unless you have one of the elusive **Resurrect** cards. So you risk something with every game.

Unfortunately, it'll cost you — \$4.95 for each extra booster of 15 cards. A real pack at your local hobby shop costs less! Also, you have to keep buying more cards to keep a good rating position, because once you use a powerup or bonus card, it's gone from your collection. While this does maintain game balance by forcing you to use your cards wisely, it also caters to "Johnny Suitcase," who can afford to whip out cards left and right — if you don't burn some cards to counter his onslaught, you will lose.

Battle Trolls is fun and innovative, though it can get pricey, and unlike some real-life CCGs, it's easy to find someone to play. 



CCG videogames offer instant opponents



by Brent Frankenhoff

Can't find an opponent to play Yu-Gi-Oh? Konami's Yu-Gi-Oh! *Dark Duel Stories* videogame brings the CCG to GameBoy Color, allowing players to compete against a cadre of computer-generated opponents as well as other human opponents through the use of a GameLink cable.

This is one of the last GameBoy Color cartridges to be released, and it takes full advantage

of the GameBoy Color's power, but it could have been so much more on the GameBoy Advance platform, which was released last summer, and which has now superseded the Color unit. Perhaps an Advance version is in the works?

Game play is similar to the real card game, in which opponents pit monsters against one another in an attempt to diminish their opponent's life points to zero or run them out of cards. Computer opponents range from novice to skilled players and it takes five wins over a given opponent to advance to the next level.

The graphics are adequate and convey the basic information about the cards, however the designers assume that players will already be familiar with the trading-card game. It doesn't take long to pick up the simple game, but advanced strategy is almost impossible when you don't know which cards combine to make more powerful creatures, and spells rarely, if ever, come into play. More explanatory text in the instruction booklet or a tutorial mode on the cartridge would have been helpful.

Much like the old *Magic: The Gathering* computer game, this is an adequate substitute for when there are no other players available, but it's doubtful that two players competing head-to-head will prefer the electronic version over the real cards. The only advantage here is that players can get that rare card they've been seeking without having to pony up a lot of money. Speaking of cards, promo foil versions of **Blue-Eyes White Dragon**, **Dark Magician**, and **Exodia the Forbidden One** are included with the game, making it a must-buy for the avid Yu-Gi-Oh! collector.

by Nicolas Sprecher Katzmarek

So, you're hooked on the Yu-Gi-Oh! CCG (although according to reports, many of you can't find it in stores). But if you've got a Playstation and are hoping to be digitally entertained by Yu-Gi-Oh! *Forbidden Memories* while you wait for your local hobby store to get more cards, think again.

Yu-Gi-Oh! did not translate well to the Playstation. It looks, feels, and plays like it was rushed from design to finished product. That's unfortunate and hopefully not a precedent for CCG-based videogames — Playstation is facing stiff competition from its next-generation rivals and its game designers need to spend more time on each title, not less.

From a gamer's standpoint, this is not the way to be introduced to Yu-Gi-Oh! As a novice, I found it difficult to figure out the game's mechanics and was often confused by a complex series of button-pushing that was just too complicated for a strict turn-based game.

It's cool to think of extending a CCG into the realm of campaign mode, à la *Baldur's Gate* or *Diablo*, but at least during the first segment, the campaign mode is little more than a series of linear encounters that lead to more card games. RPGs in the 21st century need to be more than 2-D graphical interfaces and cheesy dialogue, and unfortunately, that's what we have here.

There is a two-player mode that may save the game for some players, but it may be tough to find another person in your town or city that enjoys the game on the Playstation.

The graphics leave everything to be desired, the sound makes you want to turn the radio on and, as I mentioned before, the interface is archaic and difficult to figure out. Yu-Gi-Oh! fans should stick to the cards themselves, and leave the Playstation version, at least, to those who can't find a playing partner. 



Editor's note: One feature of interest to anyone who has both the printed cards and one of the Yu-Gi-Oh! videogames is that each of the cards has an eight-digit number in the lower left corner. This number is a password that gives you an opportunity to get a virtual copy of the card in the videogame, as well. See the videogame instructions for details.



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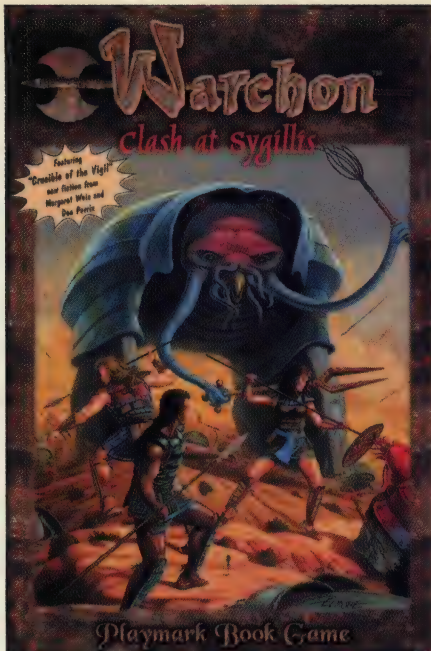
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Playmark Book Game is a real page-turner

S **PLAYER'S CHOICE**
a buyer's guide to games
by Jason Winter

spread. A map along the bottom of each page helps you "move" to different pages/spreads, and when forces from opposing armies meet, they battle. Several actions are available, usually dependent on special traits of the fighting units. A random number is generated and a chart opposite the spread's page is consulted. This chart reveals the results of the battle, which usually involves damage to the attacker, the defender, or both. The first player to capture his opponent's Warbanner wins the game.

The greatest advantage of this game system is its portability. In fact, a friend and I played it while sitting on the couch watching TV. It's an ideal choice for a bus, plane, or the back seat of a car. All the rules and gameplay material are contained in one book, so we could look up what we needed to quickly and easily. Alternate scenarios are provided for a different game experience or to recreate historic moments in the history of Krimmeron (the game world in which Sygillis is one of the four continents). In addition to the rules and spreads, the book also has background on the

two factions in the game (the Celestine Order and the Azuthkan Horde — guess which are the good guys and which are the bad guys) and a 10-page story written by Margaret Weiss and Don Perrin.

Portability comes at a price, though. The book must be handled carefully, lest a book-mark slip down (bookmarks are shifted up or down to indicate that they have moved or used a special ability). Once you get a second book, you'll want to use that for rules references. It can also be hard to keep track of all the units and their locations, which isn't a problem in a CCG, where everything's laid out in front of you. Much of what a PBG offers can be done just as well with a tabletop boardgame or wargame, if portability isn't an issue. In short, it's great to have on the way to a convention, but once you get there ...

Z-Man Games intends to release more armies, spells, and books for the *Watchon* game world, as well as PBGs with World War II and science-fiction settings. Its website (www.zmangames.com) promises to keep you up-to-date for all the latest releases. In the meantime, if you're looking for a way to kill a few hours on a trip or just want to check out something new and different, give *Watchon* a try. If all else fails, at least you'll have a nice-looking collection of bookmarks.

First, there were the cards.

Then came the dice, and later, there were miniatures, disks, and hexagonal tiles. Now, Z-Man games introduces the first Playmark Book Game (PBG), the newest evolution (or revolution) in collectible gaming.

You start with a book, which is divided between rules and locations ("spreads"). Each player takes a set of bookmarks and places them in the spread part of the book, paying attention to the maximum capacity of each

Stay awhile at Gregory House

Based on a series of creepy-yet-funny Japanese animated shorts that alas, haven't been released in English, the *Gregory Horror Show* boardgame adds a collectible twist to traditional boardgames. The game is for 2-4 players, and can take a couple of hours to play, if the competition is fierce. The goal is to be the first to escape from the spooky hotel pictured on the play mat or to be the last "guest" left alive. To escape, you have to gain control of three rooms by defeating the monsters within (represented by cards), then leave Gregory House through the front door or a portal. Watch out for the roaming monster, which can catch you outside the rooms — he's a cool little plastic figure of Gregory, your host.

On your turn, you roll a 20-sided die to see how many spaces you can move. You can split your move between your own token and the roaming monster, sending it after an opponent or just moving it further away from you. Certain squares on the board will help or hurt you, and you can pick up Judgment cards to boost yourself or sabotage another player.

Here's the collectible part, which adds another level of strategy to the game: You can buy expansion packs containing two monster figures (there are 24 monsters in all) which can be introduced into the game at certain times. When you introduce a feral monster, as they're called, any player can move the piece — but you're the only one who can attack with it.

Since the person in the lead is likely to be hammered by every other player, the game can take some time to finish. And the first person knocked out of the game better have a book or something, 'cause once you're out, you're out. But it's a fun game, carrying on the noble tradition of offering, as comedian Shelley Berman once said about *Monopoly*, "the thrill of wiping out a friend."



Poor Mummy Dog always has a headache, though he can't figure out why ...

PC GAME BLENDS CCG, STRATEGY-GAME ELEMENTS

by Mike Greenholdt

Etherlords is a turn-based strategy computer game from Fishtank Interactive. It's set in an unnamed fantasy world inhabited by four races. Normally these races live in peace, but the dreaded Time of Changes begins a period of war, with each race trying to reach the Temple of Time and world domination. Players compete for resources while maneuvering to fulfill scenario victory conditions (usually destruction of all opposing castles).

What sets *Etherlords* apart is its combat-resolution system. *Etherlords* uses a comparatively simple, *Magic*-like virtual collectible card game to resolve each battle. Each of your generals has a 15-card "deck" with which to reduce his or her opponent to zero life. There are major differences from *Magic*, two of the biggest being that all attackers have the equivalent of first strike and there is no land — spell-casting resources are fixed and automatic.

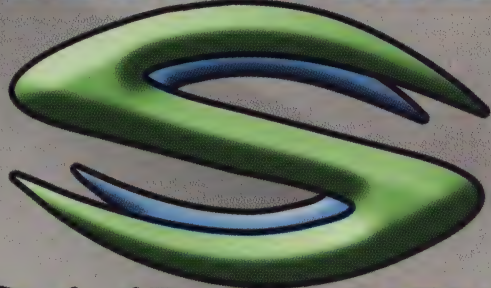
The graphics are good, especially for the CCG. Interfaces are quick and intuitive, although there are lots of creatures special abilities, and the only list, in the back of the manual, isn't alphabetized. You can right-click on most items for a pop-up information window, but not for creature special abilities.

Magic players may find *Etherlords* interesting, especially since it's fairly easy to obtain new cards for a general's deck, allowing for experimentation. However, the strategic aspect of the game is not compelling, as the game seems to be built around the CCG combats, so *Etherlords* will probably appeal more to CCG players than to computer-game aficionados.



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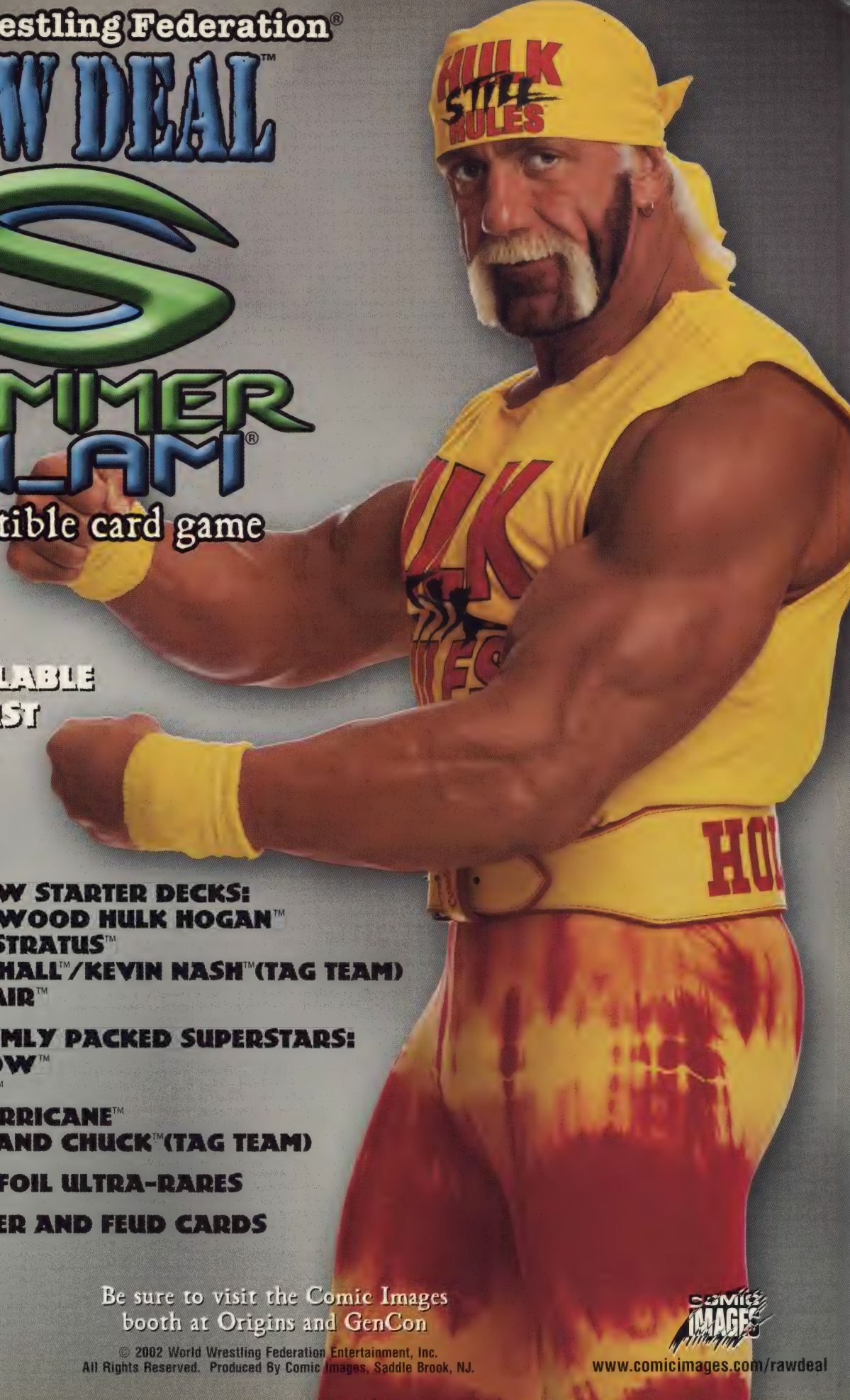


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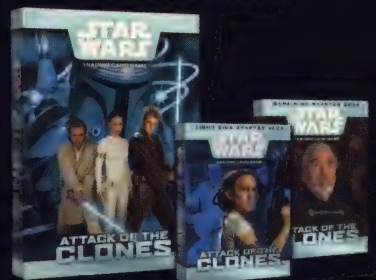
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Big-name game conventions play host to major tournaments

What do Milwaukee; San Diego; Atlanta; Columbus, Ohio; and Virginia Beach, Va., have in common? For the rest of the year, they'll be the hottest places to play a game north of the equator. These are the host cities for the largest, highest-attendance gaming conventions in America: Gen Con in Milwaukee, Comic-Con International in San Diego, Dragon*Con in Atlanta, Origins in Columbus, and DecipherCon in Virginia Beach.

Most gamers have heard of Gen Con and

Major Game Conventions

July 4-7

Origins, Columbus, Ohio
www.originsgames.com

Aug. 1-4

Comic-con International: San Diego, San Diego, Calif.
www.comic-con.org

Aug. 8-11

Gen Con, Milwaukee, Wis.
www.wizards.com/gencon

Aug. 30-Sept. 2

Dragon*Con, Atlanta, Ga.
www.dragoncon.org

Oct. 31-Nov. 3

DecipherCon, Virginia Beach, Va.
www.decipher.com



by Alan Denny

Origins — the Big Two of gaming conventions — but many just can't make it to either, because of distance or other obligations. This summer, the large gaming conventions are spread out from coast to coast, so there should be one close to you.

All of the major manufacturers will be on hand for these shows — Wizards of the Coast, Decipher, WizKids, Alderac, Upper Deck, and many others. They'll have representatives available for tournaments, demonstrations, and answering questions. Many of these conventions offer fans the opportunity to meet

artists, authors, and TV and movie actors, as well.

Gen-Con has been the major game convention for years. Because of its size, Gen Con attracts some of the top tournaments in the country. This year, Gen Con will play host to the World Championship tournaments for *DragonBall Z*, *Shadowfist*, and *Warlord: Saga of the Storm*; Continental Championships for *The Lord of the Rings* and *Star Trek*; North American Championships for *Vampire: The Eternal Struggle*; Pro Tour qualifiers for *Wizards of the Coast's Magic: The Gathering*; and many other special events.

Close to Gen Con in size and stature is Origins, the site of the *Mage Knight* World Championships, among other events. DecipherCon is the world championship venue for Decipher's *Star Trek*, *Star Wars*, *Lord of the Rings*, *Young Jedi*, and *Jedi Knights* collectible card games. Dragon*Con and Comic-Con International aren't dedicated gaming conventions, but they are major shows with a lot of games programming to offer.

All these conventions have something for everyone, no matter what you play. When you come home from one of these conventions, you can be sure of a few things: You will have made some new friends; you will need three days of sleep; it will take a week to recover from a diet of junk food and caffeine; and you'll hardly be able to wait until next year's event!

Psych! Put on good "game face" for tournaments

Every collectible card game has its own metagame — the cards, card combos, and deck concepts popular within a playing group or throughout the entire player population of that particular game. However, there is another aspect of tournament CCG play, which crosses the boundaries between different games — the psychological metagame. By this, I mean the "game face" you present your opponents.

Psychology is usually most useful and mostly used in tournaments, where you are unknown to your opponents. Your local gaming group already knows the real you, and psychological gamesmanship in friendly play is usually of little use and in bad taste.

However, in tournaments, it can give you an edge that should not be dismissed. Even if you don't care to put on a special "game face," you should be aware of how other players might try to affect your game. These are some of the ploys I have used or seen used to some effect:

The Amiable Buffoon. Your goal is to encourage your opponents to underestimate you by coming off as a poor or inexperienced player. I once saw this ploy nearly win a national championship in *Galactic Empires*. The player in question consistently flattered his oppo-



by Mike Greenholdt

nents, playing to their egos and disparaging his own skills, passing off his victories as luck. It helped that he used a huge deck (200+ cards), usually the mark of a novice (his deck was built to draw lots of cards each turn). He went into the finals undefeated, where he finally met people who knew him and what his deck could do — but he still finished second.

Good ol' boy. Here you project goodwill towards your opponent and a loose, just-for-fun attitude. Many players will respond in kind, which can take the edge off their game, especially if they have a complicated deck concept. This attitude can also take the sting out of any loss, both for you and your opponent.

Mr. Invulnerable. This is an excellent option when playing a denial-style of deck. With a somewhat bored demeanor and not even looking at your hand most of the time, you give your opponent the impression that nothing he

can do can hurt you. This can wreck his morale, especially if you back it up early in the game. At its best, your opponent will hesitate before trying anything and will definitely be thrown off his game. Be warned — this attitude can backfire, inspiring your opponent to new heights of creativity.

The Sportsman. This approach can be dangerous. The Sportsman allows an opponent to take back bad moves, points out rules, even when they don't favor him; and reminds his opponent of his cards' special abilities. This may seem counterproductive, but it does have a few advantages. If you play a complicated deck, your opponent will frequently give you a break if you make a mistake, as you have been doing for him all game. Also, many players are startled by such an attitude, and it may take them off their game.

There are many other approaches you can take, but don't confuse these tactics with the "Dark Side" of gamesmanship — behaving surly, argumentative, and generally being a poor sport. It sometimes works, I admit — but it can also get a player thrown out of a tournament altogether. And win or lose, it sure doesn't seem like they're having much fun.

DRAGON BALL Z[®]

Collectible Card Game



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ENTERTAINMENT

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Online trading turns spares into rares

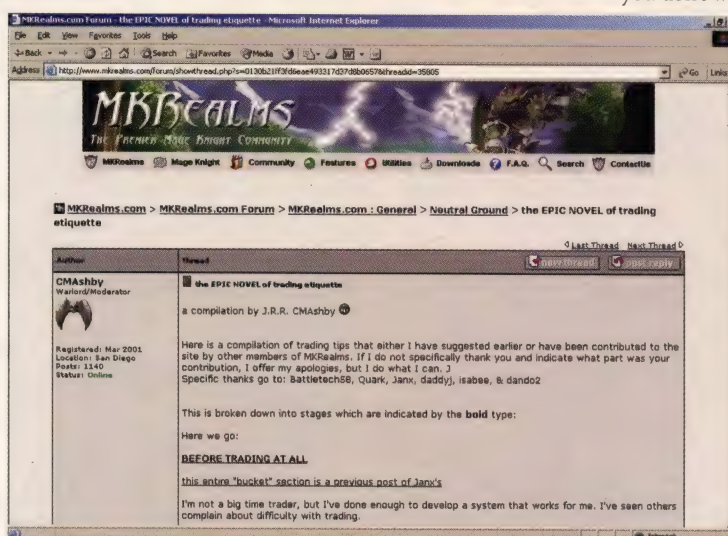
Into every collectible card gamer's life, some duplicates must fall (or a lot of duplicates, if you pull stuff from packs the way I do). This also applies to players of collectible miniatures games and collectible token games. How can you turn spare rares into the cards or figures you need — namely the rares your collection still lacks? Flip on your computer and head for the net!

Game collecting and trading sites are all over the Internet. Manufacturer websites, hobby sites, and discussion areas almost always include a trading area. But don't dash blindly into the online fray. Every group of gamers can share grim tales of trades gone awry, payments promised but never received, and beloved rares vanished forever.

Don't let potential problems keep you away from the net, either. For every bad trade or failed auction, hundreds more work just fine, leaving everybody happy. Most problems occur when people rush into a trade, ignore the warning signs of a transaction that's going bad, or simply fall for a "too good to be true" scam. How do you avoid problems and keep yourself (and your goodies) safe? Take your time, ask questions, and carefully walk through the trading or selling process.

Gamers enjoy talking about their games almost as much as they love playing. That's why game discussion boards are all over the Internet. In addition to conversations about strategy and collecting, discussion boards almost always include sales and trading areas. These make a great starting point for your online excursions.

When joining an online discussion area, spend a few days reading and posting before offering any trades. This gives you time to meet people on the board, and it gives them a chance to know you through your posts. Before posting your trades, ask other board members for suggestions about the best places to trade. Some boards support great discussions, but their trading sides don't work too well. Others focus on trading, which means you'll likely get a better deal for your stuff.



For a great overview of the trading process, check out *The Epic Novel of Trading Etiquette*, posted at www.mkrealms.com in the Forums/ Neutral Ground section.

Since most online traders never meet face-to-face, the trading exercise is based on trust. As the new person on the block, it's up to you to build other people's confidence in both you and your offers. Exaggerated or misleading descriptions of your stock will lead to people posting "bad trader" notices about you (and that won't help your image at all).

When posting items, be clear in your descriptions. Include the card or figure name, any identifying number, expansion set name, and condition, so nobody misunderstands your offer.

Be honest in your condition description. A card with light scratches from a few shuffles is not in "mint/near mint" condition. It might be in "very good condition, very lightly played." It's tempting to make a card sound nicer than it is (particularly when trading with serious collectors who only accept cards straight from the pack), but don't do it. That's a quick way to earn a bad reputation on the trading boards.

Once someone replies to your trading post,

make sure that you understand *exactly* what the person is offering in trade. There's a huge difference between "I'll trade you a Frodo for your Cave Troll" and "I'll trade you a **Frodo, Old Bilbo's Heir** #289 for your Cave Troll" — you don't want to be on the bad end of that

difference! Don't be offended if someone asks for more details about your cards or figures — they're just following the same guidelines.

When agreeing to a trade, you must wrestle with the issue of who sends first. If both traders have good references, they might ship at the same time (also known as "cross-shipping"). If one person has few references or is new to the trading world, the other person usually asks that the newbie send first.

If the other person insists that you send first but you don't feel comfortable doing it (if you're sending a particularly rare or expensive item, for instance), ask a well-known, respected trader on the board to act as an intermediary in the trade. In this model, both you and your trad-

ing partner ship your goods to the trusted third person, who verifies that both sides of the trade fulfilled their part of the agreement. Then this person ships the goods to their ultimate destination. Since this involves time and effort from the person in the middle, both traders usually pay the person a small fee for the service, in addition to paying for shipping.

Finally, keep good records of your trades. Keep all the details (name, address, e-mail address, discussion site, discussion board ID, figures sent, figures promised, and shipment dates) in a notebook or in a database on your computer. As you finish each trade, ask your trading partner if you can use him or her as a reference for future trades. As your reference list grows, so does your trading reputation!

If board trading sounds interesting, check out dedicated discussion sites like www.magic-traders.com and www.mkrealms.com, or message boards at manufacturer sites like www.decipher.com and www.wizkidsgames.com/mageknight.

SCRYE Contest Winners



The solution to our *Magic: The Gathering* Torment puzzle in *Scrye* #50 was "Erhnam Djinn."

Congratulations to everyone who solved the puzzle!

And the winners are:

Grand Prize: Stephen M. Smith of Belen, N.M.

First Prize: Rocky J. Harris of Wilmington, Ohio

Runners Up: Jennifer Chase of Philadelphia, Pa.; Del Gustafson of Wilmington, N.C.; George T. Hunt of S. Orleans, Mass.; Daniel Kapperman of Longmont, Colo.; Robert B. Mays III of Aviston, Ill.; Ricky Petrone of El Paso, Texas; Juli Quast of Ft. Worth, Texas; Russel Tyszka of Throop, Pa.

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ARTIFACT

Aladdin's Ring 7th
R, 8, Artifact. 8. ➔ Aladdin's Ring deals 4 damage to target creature or player.

Alloy Golem IN
U, 6, Artifact Creature - Golem, 4/4. As Alloy Golem comes into play, choose a color. Alloy Golem is the chosen color.

Beast of Burden 7th
R, 6, Artifact Creature, 7/7. Beast of Burden's power and toughness are each equal to the number of creatures in play.

Bloodstone Cameo IN
U, 3, Artifact. ➔ Add B or R to your mana pool.

Brass Herald AP
U, 6, Artifact Creature - Golem, 2/2. As Brass Herald comes into play, choose a creature type. When Brass Herald comes into play, reveal the top four cards of your library. Put all creature cards of the chosen type revealed this way into your hand and the rest on the bottom of your library. Creatures of the chosen type get +1/+1.

Caltrops 7th
U, 3, Artifact. Whenever a creature attacks, Caltrops deals 1 damage to it.

Catalyst Stone OD
R, 2, Artifact. Flashback costs you pay cost up to 2 less. Flashback costs your opponents pay cost 2 more.

Charcoal Diamond 7th
U, 2, Artifact. Charcoal Diamond comes into play tapped. ➔ Add B to your mana pool.

Charmed Pendant OD
R, 4, Artifact. ➔ Put the top card of your library into your graveyard. For each colored mana symbol in that card's mana cost, add one mana of that color to your mana pool. Play this ability any time you could play an instant.

Chromatic Sphere IN
U, 1, Artifact. 1. ➔ Sacrifice Chromatic Sphere: Add one mana of any color to your mana pool. Draw a card.

Coat of Arms 7th
R, 5, Artifact. Each creature gets +1/+1 for each other creature in play that shares a creature type with it.

Crosis's Attendant IN
U, 5, Artifact Creature - Golem, 3/3. 1. Sacrifice Crosis's Attendant: Add UBR to your mana pool.

Crystal Rod 7th
U, 1, Artifact. Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Darigaaz's Attendant IN
U, 5, Artifact Creature - Golem, 3/3. 1. Sacrifice Darigaaz's Attendant: Add BRG to your mana pool.

Darkwater Egg OD
U, 1, Artifact. 2. ➔ Sacrifice Darkwater Egg: Add UB to your mana pool. Draw a card.

Dingus Egg 7th
R, 4, Artifact. Whenever a land is put into a graveyard, Dingus Egg deals 2 damage to that land's controller.

Disrupting Scepter 7th
R, 3, Artifact. 3. ➔ Target player discards a card from his or her hand. Play this ability only during your turn.

Dodecapod AP
R, 16, Artifact Creature, 3/3. If a spell or ability an opponent controls causes you to discard Dodecapod from your hand, put it into play with two +1/+1 counters on it instead of putting it into your graveyard.

Draco PS
R, 16, Artifact Creature - Dragon, 9/9. Draco costs 2 less to play for each basic land type among lands you control. Flying. At the beginning of your upkeep, sacrifice Draco unless you pay 10. This cost is reduced by 2 for each basic land type among lands you control.

Dragon Arch AP
U, 5, Artifact. 2. ➔ Put a multicolored creature card from your hand into play.

Drake-Skull Cameo IN
U, 3, Artifact. ➔ Add U or B to your mana pool.

Dromar's Attendant IN
U, 5, Artifact Creature - Golem, 3/3. 1. Sacrifice Dromar's Attendant: Add WUB to your mana pool.

Emblazoned Golem AP
U, 2, Artifact Creature - Golem, 1/2. Kicker X. Spend only colored mana on X. No more than one mana of each color may be spent this way. If you paid the kicker cost, Emblazoned Golem comes into play with X +1/+1 counters on it.

Ensnaring Bridge 7th
R, 3, Artifact. Creatures with power greater than the number of cards in your hand can't attack.

Feroz's Ban 7th
R, 6, Artifact. Creature spells cost 2 more to play.

Fire Diamond 7th
U, 2, Artifact. Fire Diamond comes into play tapped. ➔ Add R to your mana pool.

Flying Carpet 7th
R, 4, Artifact. 2. ➔ Target creature gains flying until end of turn.

Grafted Skullcap 7th
R, 4, Artifact. At the beginning of your draw step, draw a card. At the end of your turn, discard your hand.

Grapeshot Catapult 7th
U, 4, Artifact Creature, 2/3. ➔ Grapeshot Catapult deals 1 damage to target creature with flying.

Howling Mine 7th
R, 2, Artifact. At the beginning of each player's draw step, if Howling Mine is untapped, that player draws a card.

Iron Star 7th
U, 1, Artifact. Whenever a player plays a red spell, you may pay 1. If you do, you gain 1 life.

Ivory Cup 7th
U, 1, Artifact. Whenever a player plays a white spell, you may pay 1. If you do, you gain 1 life.

Jaalum Tome 7th
R, 3, Artifact. 2. ➔ Draw a card, then discard a card from your hand.

Jandor's Saddlebags 7th
R, 2, Artifact. ➔ Untap target creature.

Jayemdae Tome 7th
R, 4, Artifact. 4. ➔ Draw a card.

Junk Golem OD
R, 4, Artifact Creature - Golem, 0/0. Junk Golem comes into play with three +1/+1 counters on it. At the beginning of your upkeep, sacrifice Junk Golem unless you remove a +1/+1 counter from it. 1. Discard a card from your hand: Put a +1/+1 counter on Junk Golem.

Juntu Stakes IN
R, 2, Artifact. Creatures with power 1 or less don't untap during their controllers' upkeep steps.

Legacy Weapon AP
R, 7, Legendary Artifact. WUBRG: Remove target permanent from the game. If Legacy Weapon would be put into a graveyard from anywhere, reveal Legacy Weapon and shuffle it into its owner's library instead.

Limestone Golem OD
U, 6, Artifact Creature - Golem, 3/4. 2. Sacrifice Limestone Golem: Target player draws a card.

Lotus Guardian IN
R, 7, Artifact Creature, 4/4. Flying. ➔ Add one mana of any color to your mana pool.

Mana Cylx PS
U, 1, Artifact. 1. ➔ Add one mana of any color to your mana pool.

Marble Diamond 7th
U, 2, Artifact. Marble Diamond comes into play tapped. ➔ Add W to your mana pool.

Mask of Intolerance AP
R, 2, Artifact. At the beginning of each player's upkeep, if there are four or more basic land types among lands that player controls, Mask of Intolerance deals 3 damage to him or her.

Meekstone 7th
R, 1, Artifact. Creatures with power 3 or greater don't untap during their controllers' upkeep steps.

Millikin OD
U, 2, Artifact Creature, 0/1. ➔ Put the top card of your library into your graveyard. Add one colorless mana to your mana pool.

Millstone 7th
R, 2, Artifact. 2. ➔ Target player puts the top two cards from his or her library into his or her graveyard.

Mirari OD
R, 5, Legendary Artifact. Whenever you play an instant or sorcery spell, you may pay 3. If you do, put a copy of that spell onto the stack. You may choose new targets for that copy.

Moss Diamond 7th
U, 2, Artifact. Moss Diamond comes into play tapped. ➔ Add G to your mana pool.

Mossfire Egg OD
U, 1, Artifact. 2. ➔ Sacrifice Mossfire Egg: Add RG to your mana pool. Draw a card.

Otarian Juggernaut OD
R, 4, Artifact Creature, 2/3. Otarian Juggernaut can't be blocked by Walls. Threshold - Otarian Juggernaut gets +3/+0 and attacks each turn if able.

Patagia Golem 7th
U, 4, Artifact Creature - Golem, 2/3. 3. Patagia Golem gains flying until end of turn.

Patchwork Gnomes OD
U, 3, Artifact Creature - Gnome, 2/1. Discard a card from your hand: Regenerate Patchwork Gnomes.

Phyrexian Altar IN
R, 3, Artifact. Sacrifice a creature: Add one mana of any color to your mana pool.

Phyrexian Colossus 7th
R, 7, Artifact Creature, 8/8. Phyrexian Colossus doesn't untap during your upkeep step. Pay 8 life: Untap Phyrexian Colossus. Phyrexian Colossus can't be blocked except by three or more creatures.

Phyrexian Hulk 7th
R, 6, Artifact Creature, 5/4

Phyrexian Lens IN
R, 3, Artifact. ➔ Pay 1 life: Add one mana of any color to your mana pool.

Pit Trap 7th
U, 2, Artifact. 2. ➔ Sacrifice Pit Trap: Destroy target attacking creature without flying. It can't be regenerated.

Planar Portal IN
R, 6, Artifact. 6. ➔ Search your library for a card and put that card into your hand. Then shuffle your library.

Power Armor IN
U, 4, Artifact. 3. ➔ Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

Rith, the Awakener IN
U, 3R6W. Creature - Dragon Legend, 6/6. Flying. Whenever Rith, the Awakener deals combat damage to a player, you may pay 25. If you do, choose a color. Put a 1/1 green Saproling creature token into play for each permanent of that color.

Rod of Ruin 7th
U, 3, Artifact. 3. ➔ Rod of Ruin deals 1 damage to target creature or player.

Sandstone Deadfall OD
U, 3, Artifact. ➔ Sacrifice two lands and Sandstone Deadfall: Destroy target attacking creature.

Seashell Cameo IN
U, 3, Artifact. ➔ Add W or U to your mana pool.

Shadowblood Egg OD
U, 1, Artifact. 2. ➔ Sacrifice Shadowblood Egg: Add BR to your mana pool. Draw a card.

Sisay's Ring 7th
U, 4, Artifact. ➔ Add two colorless mana to your mana pool.

Sky Diamond 7th
U, 2, Artifact. Sky Diamond comes into play tapped. ➔ Add U to your mana pool.

Skycloud Egg OD
U, 1, Artifact. 2. ➔ Sacrifice Skycloud Egg: Add WU to your mana pool. Draw a card.

Skyship Weatherlight PS
R, 4, Legendary Artifact. When Skyship Weatherlight comes into play, search your library for any number of artifact and/or creature cards and remove them from the game. Then shuffle your library. 4. ➔ Choose a card at random that was removed from the game with Skyship Weatherlight. Put that card into its owner's hand.

Soul Net 7th
U, 1, Artifact. Whenever a creature is put into a graveyard, you may pay 1. If you do, you gain 1 life.

Sparring Golem IN
U, 3, Artifact Creature - Golem, 2/2. Whenever Sparring Golem becomes blocked, it gets +1/+1 until end of turn for each creature blocking it.

Spellbook 7th
U, 0, Artifact. You have no maximum hand size.

Star Compass PS
U, 2, Artifact. Star Compass comes into play tapped. ➔ Add to your mana pool one mana of any color a basic land you control could produce.

Static Orb 7th
R, 3, Artifact. If Static Orb is untapped, players can't untap more than two permanents during their upkeep steps.

Steamclaw OD
U, 2, Artifact. 3. ➔ Remove target card in a graveyard from the game. 1. Sacrifice Steamclaw: Remove target card in a graveyard from the game.

Storm Cauldron 7th
R, 5, Artifact. Each player may play an additional land during each of his or her turns. Whenever a land is tapped for mana, return it to its owner's hand.

Stratodon PS
U, 10, Artifact Creature, 5/5. Stratodon costs 1 less to play for each basic land type among lands you control. Trample.

Sunglass Egg OD
U, 1, Artifact. 2. ➔ Sacrifice Sunglass Egg: Add GW to your mana pool. Draw a card.

Teferi's Puzzle Box 7th
R, 4, Artifact. At the beginning of each player's draw step, that player puts the cards in his or her hand on the bottom of his or her library in any order, then draws that many cards.

Tek IN
R, 5, Artifact Creature - Dragon, 2/2. Tek gets +0/+2 as long as you control a plains, has flying as long as you control an island, gets +2/+0 as long as you control a swamp, has first strike as long as you control a mountain, and has trample as long as you control a forest.

Throne of Bone 7th
U, 1, Artifact. Whenever a player plays a black spell, you may pay 1. If you do, you gain 1 life.

Tigereye Cameo IN
U, 3, Artifact. ➔ Add G or W to your mana pool.

Treva's Attendant IN
U, 5, Artifact Creature - Golem, 3/3. 1. Sacrifice Treva's Attendant: Add GWU to your mana pool.

Troll-Horn Cameo IN
U, 3, Artifact. ➔ Add R or G to your mana pool.

Tsabo's Web IN
R, 2, Artifact. When Tsabo's Web comes into play, draw a card. Lands with an activated ability that doesn't produce mana don't untap during their controllers' upkeep steps.

Urza's Filter IN
R, 4, Artifact. Multicolored spells cost up to 2 less to play.

Wall of Spears 7th
U, 3, Artifact Creature - Wall, 2/3. First strike.

Wooden Sphere 7th
U, 1, Artifact. Whenever a player plays a green spell, you may pay 1. If you do, you gain 1 life.

Abyssal Horror 7th
R, 4BB, Creature - Horror, 2/2. Flying. When Abyssal Horror comes into play, target player discards two cards from his or her hand.

Abyssal Specter 7th
U, 2BB, Creature - Specter, 2/3. Flying. Whenever Abyssal Specter deals damage to a player, that player discards a card from his or her hand.

Addie IN
U, 1B, Sorcery. Choose a color. Target player reveals his or her hand, then you choose a card of that color from it. That player discards that card.

Afflict OD
C, 2B, Instant. Target creature gets -1/-1 until end of turn. Draw a card.

Agonizing Demise IN
C, 3B, Instant. Kicker 1R. Destroy target nonblack creature. It can't be regenerated. If you paid the kicker cost, Agonizing Demise deals damage equal to that creature's power to the creature's controller.

Agonizing Memories 7th
U, 2BB, Sorcery. Look at target player's hand and choose two cards from it. Put them on top of that player's library in any order.

Andradite Leech IN
R, 2B, Creature - Leech, 2/2. Black spells you play cost B more to play. B: Andradite Leech gets +1/+1 until end of turn.

Annihilate IN
U, 3BB, Instant. Destroy target nonblack creature. It can't be regenerated. Draw a card.

Befoul 7th
U, 2BB, Sorcery. Destroy target land or nonblack creature. It can't be regenerated.

Bellowing Fiend 7th
R, 4B, Creature - Spirit, 3/3. Flying. Whenever Bellowing Fiend deals damage to a creature, Bellowing Fiend deals 3 damage to that creature's controller and 3 damage to you.

Bereavement 7th
U, 1B, Enchantment. Whenever a green creature is put into a graveyard, its controller discards a card from his or her hand.

Blood Pet 7th
C, B, Creature - Thrull, 1/1. Sacrifice Blood Pet: Add B to your mana pool.

Bloodcurdler OD
R, 1B, Creature - Horror, 1/1. Flying. At the beginning of your upkeep, put the top card of your library into your graveyard. Threshold - Bloodcurdler gets +1/+1 and has "At the end of your turn, remove two cards in your graveyard from the game."

Bog Down PS
C, 2B, Sorcery. Kicker - Sacrifice two lands. Target player discards two cards from his or her hand. If you paid the kicker cost, that player discards three cards from his or her hand instead.

Bog Imp 7th
C, 1B, Creature - Imp, 1/1. Flying.

Bog Initiate IN
C, 1B, Creature - Wizard, 1/1. 1: Add B to your mana pool.

Bog Wraith 7th
U, 3B, Creature - Wraith, 3/3. Swampwalk.

Boneshard Slasher TR
R, 1B, Creature - Horror, 1/1. Flying. Threshold - Boneshard Slasher gets +2/+2 and has "When Boneshard Slasher becomes the target of a spell or ability, sacrifice it."

Braids, Cabal Minion OD
R, 2BB, Creature - Minion Legend, 2/2. At the beginning of each player's upkeep, that player sacrifices an artifact, creature, or land.

Buried Alive OD
U, 2B, Sorcery. Search your library for up to three creature cards and put them into your graveyard. Then shuffle your library.

Cabal Inquisitor OD
C, 1B, Creature - Minion, 1/1. Threshold - 1B ➔ Remove two cards in your graveyard from the game: Target player discards a card from his or her hand. Play this ability only any time you could play a sorcery.

Cabal Patriarch OD
R, 3BBB, Creature - Wizard Legend, 5/5. 2B, Sacrifice a creature: Target creature gets -2/-2 until end of turn. 2B, Remove a creature card in your graveyard from the game: Target creature gets -2/-2 until end of turn.

Cabal Ritual TR
C, 1B, Instant. Add BBBB to your mana pool. Threshold - Instead add BBBBB to your mana pool.

Cabal Shrine OD
R, 1BB, Enchantment. Whenever a player plays a spell, that player discards X cards from his or her hand, where X is the number of cards in all graveyards with the same name as that spell.

Cabal Surgeon TR
C, 2BB, Creature - Minion, 2/1. 2BB, ➔ Remove two cards in your graveyard from the game: Return target creature card from your graveyard to your hand.

Cabal Torturer TR
C, 1BB, Creature - Minion, 1/1. B, ➔ Target creature gets -1/-1 until end of turn. Threshold - 3BB ➔ Target creature gets -2/-2 until end of turn.

Carrian Rats TR
C, B, Creature - Rat, 2/1. Whenever Carrian Rats attacks or blocks, any player may remove a card in his or her graveyard from the game. If a player does, Carrian Rats deals no combat damage this turn.

Carrian Wurm TR
U, 3BB, Creature - Zombie Wurm, 6/5. Whenever Carrian Wurm attacks or blocks, any player may remove three cards in his or her graveyard from the game. If a player does, Carrian Wurm deals no combat damage this turn.

Caustic Tar OD
U, 4BB, Enchant Land. Enchanted land has "➔ Target player loses 3 life."

Chainer, Dementia Master TR
R, 3BB, Creature - Minion Legend, 3/3. All Nightmares get +1/+1. BBB, Pay 3 life: Put target creature card from a graveyard into play under your control. That creature is black and is a Nightmare in addition to its creature types. When Chainer, Dementia Master leaves play, remove all Nightmares from the game.

Chainer's Edict TR
U, 1B, Sorcery. Target player sacrifices a creature. Flashback 3BB.

Childhood Horror OD
U, 3B, Creature - Horror, 2/2. Flying. Threshold - Childhood Horror gets +2/+2 and can't block.

Coffin Purge OD
C, B, Instant. Remove target card in a graveyard from the game. Flashback B.

Corrupt 7th
C, 5B, Sorcery. Corrupt deals damage equal to the number of swamps you control to target creature or player. You gain life equal to the damage dealt this way.

Cremate IN
U, B, Instant. Remove target card in a graveyard from the game. Draw a card.

Crippling Fatigue TR
C, 1BB, Sorcery. Target creature gets -2/-2 until end of turn. Flashback - 1B, Pay 3 life.

Crypt Angel IN
R, 4B, Creature - Angel, 3/3. Flying, protection from white. When Crypt Angel comes into play, return target blue or red creature card from your graveyard to your hand.

Crypt Creeper OD
C, 1B, Creature - Zombie, 2/1. Sacrifice Crypt Creeper: Remove target card in a graveyard from the game.

Crypt Rats 7th
U, 2B, Creature - Rat, 1/1. X: Crypt Rats deals X damage to each creature and each player. Spend only black mana this way.

Cursed Flesh IN
C, B, Enchant Creature. Enchanted creature gets -1/-1 and can't be blocked except by artifact creatures and/or black creatures.

Cursed Monstrosity OD
R, 4B, Creature - Horror, 4/3. Flying. Whenever Cursed Monstrosity becomes the target of a spell or ability, sacrifice it unless you discard a land card from your hand.

Dakmor Lancer 7th
U, 4BB, Creature - Knight, 3/3. When Dakmor Lancer comes into play, destroy target nonblack creature.

Dark Banishing 7th
C, 2B, Instant. Destroy target nonblack creature. It can't be regenerated.

Dark Suspicions PS
R, 2BB, Enchantment. At the beginning of each opponent's upkeep, that player loses 1 life for each card in his or her hand more than you have in your hand.

Darkest Hour 7th
R, B, Enchantment. All creatures are black.

Dawn of the Dead TR
R, 2BBB, Enchantment. At the beginning of your upkeep, you lose 1 life. At the beginning of your upkeep, you may return target creature card from your graveyard to play. That creature gains haste until end of turn. Remove it from the game at end of turn.

Dead Ringers AP
C, 4B, Sorcery. Destroy two target nonblack creatures unless either one is a color the other isn't. They can't be regenerated.

Death Bomb PS
C, 3B, Instant. As an additional cost to play Death Bomb, sacrifice a creature. Destroy target nonblack creature. It can't be regenerated. Its controller loses 2 life.

Decaying Soil OD
R, 1BB, Enchantment. At the beginning of your upkeep, remove a card in your graveyard from the game. Threshold - Whenever a nontoken creature is put into your graveyard from play, you may pay 1. If you do, return that card to your hand.

Decompose OD
U, 1B, Sorcery. Remove up to three target cards in a single graveyard from the game.

Defiling Tears IN
U, 2B, Instant. Until end of turn, target creature becomes black, gets +1/+1, and gains "B: Regenerate this creature."

Desolation Angel AP R, 38B, Creature - Angel , 5/4, Kicker WW. Flying. When Desolation Angel comes into play, destroy all lands you control. If you paid the kicker cost, destroy all lands instead.	Firescreamer IN C, 3B, Creature - Kavu , 2/2. R: Firescreamer gets +1/+0 until end of turn.	Ichorid TR R, 3B, Creature - Horror , 3/1. Haste. At end of turn, sacrifice Ichorid. At the beginning of your upkeep, if Ichorid is in your graveyard, you may remove a black creature card in your graveyard other than Ichorid from the game. If you do, return Ichorid to play.	Morgue Theft OD C, 1B, Sorcery . Return target creature card from your graveyard to your hand. Flashback 4B.	Organ Grinder TR C, 2B, Creature - Zombie , 3/1. ➤. Remove three cards in your graveyard from the game. Target player loses 3 life.	Raise Dead 7th C, 8B, Sorcery . Return target creature card from your graveyard to your hand.
Desperate Research IN R, 1B, Sorcery . Name a card other than a basic land card. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game.	Fledgling Imp OD C, 2B, Creature - Imp , 2/2. B. Discard a card from your hand. Fledgling Imp gains flying until end of turn.	Infected Vermin OD U, 2B, Creature - Rat , 1/1. 2B: Infected Vermin deals 1 damage to each creature and each player. Threshold - 3B: Infected Vermin deals 3 damage to each creature and each player.	Mortal Combat TR R, 2B, Enchantment . At the beginning of your upkeep, if twenty or more creature cards are in your graveyard, you win the game.	Ostracize 7th C, 8B, Sorcery . Target opponent reveals his or her hand. Choose a creature card from it. That player discards that card.	Rancid Earth TR C, 1B, Sorcery . Destroy target land. Threshold - Instead destroy that land and Rancid Earth deals 1 damage to each creature and each player.
Devolving Strouss IN R, 5BBB, Creature - Horror , 9/9. Flying, trample. At the beginning of your upkeep, sacrifice a creature. Sacrifice a creature: Regenerate Devolving Strouss.	Foul Presence AP U, 2B, Enchant Creature . Enchanted creature gets -1/-1 until end of turn.	Innocent Blood OD C, 8B, Sorcery . Each player sacrifices a creature.	Mortiphobia TR U, 1B, Enchantment . 1B. Discard a card from your hand. Remove target card in a graveyard from the game. 1B. Sacrifice Mortiphobia: Remove target card in a graveyard from the game.	Overeager Apprentice OD C, 2B, Creature - Minion , 1/2. Discard a card from your hand. Sacrifice Overeager Apprentice: Add 8BB to your mana pool.	Ravenous Rats IN C, 1B, Creature - Rat , 1/1. When Ravenous Rats comes into play, target opponent discards a card from his or her hand.
Diabolic Intent PS R, 1B, Sorcery . As an additional cost to play Diabolic Intent, sacrifice a creature. Search your library for a card and put that card into your hand. Then shuffle your library.	Frightcrawler OD C, 1B, Creature - Horror , 1/1. Frightcrawler can't be blocked except by artifact creatures and/or black creatures. Threshold - Frightcrawler gets +2/+2 and can't block.	Insidious Dreams TR R, 3B, Instant . As an additional cost to play Insidious Dreams, discard X cards from your hand. Search your library for X cards. Then shuffle your library and put those cards on top of it in any order.	Mortivore OD R, 2B, Creature - Lhurgoyf , */*. Mortivore's power and toughness are each equal to the number of creature cards in all graveyards. B: Regenerate Mortivore.	Painbringer OD U, 2B, Creature - Minion , 1/1. ➤. Remove any number of cards in your graveyard from the game: Target creature gets -X/-X until end of turn, where X is the number of cards removed this way.	Reckless Spite IN U, 1B, Instant . Destroy two target non-black creatures. You lose 5 life.
Diabolic Tutor OD U, 2B, Sorcery . Search your library for a card and put that card into your hand. Then shuffle your library.	Ghastly Demise OD C, 8B, Instant . Destroy target nonblack creature if its toughness is less than or equal to the number of cards in your graveyard.	Last Caress AP C, 2B, Sorcery . Target player loses 1 life and you gain 1 life. Draw a card.	Mournful Zombie AP R, 2B, Creature - Zombie , 2/1. W, ➤. Target player gains 1 life.	Patriarch's Desire OD C, 3B, Enchant Creature . Enchanted creature gets +2/-2. Threshold - Enchanted creature gets an additional +2/-2.	Recover IN C, 2B, Sorcery . Return target creature card from your graveyard to your hand. Draw a card.
Dirty Wererat OD C, 3B, Creature - Minion Rat , 2/3. B. Discard a card from your hand: Regenerate Dirty Wererat. Threshold - Dirty Wererat gets +2/+2 and can't block.	Giant Cockroach 7th C, 3B, Creature - Insect , 4/2	Last Rites OD C, 2B, Sorcery . Discard any number of cards from your hand. Target player reveals his or her hand, then you choose a nonland card from it for each card discarded this way. That player discards those cards.	Mourning IN C, 1B, Enchant Creature . Enchanted creature gets -2/-0. B: Return Mourning to its owner's hand.	Persecute 7th R, 2B, Sorcery . Choose a color. Target player reveals his or her hand and discards all cards of that color from it.	Repentant Vampire OD R, 3B, Creature - Vampire , 3/3. Flying. Whenever a creature dealt damage by Repentant Vampire this turn is put into a graveyard, put a +1/+1 counter on Repentant Vampire. Threshold - Repentant Vampire is white and has ➤. Destroy target black creature.
Do or Die IN R, 1B, Sorcery . Separate all creatures target player controls into two face-up piles. Destroy all creatures in the pile of that player's choice. They can't be regenerated.	Gloomdrifter TR U, 3B, Creature - Minion , 2/2. Flying. Threshold - When Gloomdrifter comes into play, nonblack creatures get -2/-2 until end of turn.	Leashrac's Rite 7th U, 8B, Enchant Creature . Enchanted creature has swampwalk.	Mutilate TR R, 2B, Sorcery . All creatures get -1/-1 until end of turn for each swamp you control.	Phyrexian Arena AP R, 1B, Enchantment . At the beginning of your upkeep, you draw a card and you lose 1 life.	Restless Dreams TR C, 8B, Sorcery . As an additional cost to play Restless Dreams, discard X cards from your hand. Return X target creature cards from your graveyard to your hand.
Dredge IN U, 8B, Instant . Sacrifice a creature or land. Draw a card.	Grave Defiler AP U, 3B, Creature - Zombie , 2/1. When Grave Defiler comes into play, reveal the top four cards of your library. Put all Zombie cards revealed this way into your hand and the rest on the bottom of your library. 1B: Regenerate Grave Defiler.	Looming Shade 7th C, 2B, Creature - Shade , 1/1. B: Looming Shade gets +1/+1 until end of turn.	Nausea 7th C, 1B, Sorcery . All creatures get -1/-1 until end of turn.	Phyrexian Bloodstock PS C, 4B, Creature - Zombie , 3/3. When Phyrexian Bloodstock leaves play, destroy target white creature. It can't be regenerated.	Revenant 7th R, 4B, Creature - Spirit , */*. Flying. Revenant's power and toughness are each equal to the number of creature cards in your graveyard.
Dregs of Sorrow 7th R, 4B, Sorcery . Destroy X target non-black creatures. Draw X cards.	Gravedigger 7th/OD C, 3B, Creature - Zombie , 2/2. When Gravedigger comes into play, you may return target creature card from your graveyard to your hand.	Lord of the Undead PS R, 1B, Creature - Lord , 2/2. All Zombies get +1/+1. 1B: ➤. Return target Zombie card from your graveyard to your hand.	Necra Disciple AP C, 3B, Creature - Wizard , 1/1. G, ➤. Add one mana of any color to your mana pool. W, ➤. Prevent the next 1 damage that would be dealt to target creature or player this turn.	Phyrexian Deliver IN C, 3B, Creature - Zombie , 3/2. When Phyrexian Deliver comes into play, return target creature card from your graveyard to play. You lose life equal to that card's converted mana cost.	Rotting Giant OD U, 1B, Creature - Zombie Giant , 3/3. Whenever Rotting Giant attacks or blocks, sacrifice it unless you draw a card in your graveyard from the game.
Drudge Skeletons 7th C, 1B, Creature - Skeleton , 1/1. B: Regenerate Drudge Skeletons.	Gravegouger TR C, 2B, Creature - Nightmare Horror , 2/2. When Gravegouger comes into play, remove up to two target cards in a single graveyard from the game. When Gravegouger leaves play, return the removed cards to their owner's graveyard.	Maggot Carrier PS C, 8B, Creature - Zombie , 1/1. When Maggot Carrier comes into play, each player loses 1 life.	Necra Sanctuary AP U, 2B, Enchantment . At the beginning of your upkeep, if you control a green or white permanent, target player loses 1 life. If you control a green permanent and a white permanent, that player loses 3 life instead.	Phyrexian Gargantua AP U, 4B, Creature - Horror , 4/4. When Phyrexian Gargantua comes into play, you draw two cards and you lose 2 life.	Sadistic Hypnotist OD U, 3B, Creature - Minion , 2/2. Sacrifice a creature: Target player discards two cards from his or her hand. Play this ability only any time you could play a sorcery.
Duress 7th C, 8B, Sorcery . Target opponent reveals his or her hand. Choose a noncreature, nonland card from it. That player discards that card.	Gravestorm OD R, 8BB, Enchantment . At the beginning of your upkeep, target opponent may remove a card in his or her graveyard from the game. If that player doesn't, you may draw a card.	Malevolent Awakening OD U, 1B, Enchantment . 1B. Sacrifice a creature: Return target creature card from your graveyard to your hand.	Nantuko Shade TR R, 2B, Creature - Insect Shade , 2/1. B: Nantuko Shade gets +1/+1 until end of turn.	Phyrexian Infiltrator IN R, 2B, Creature - Minion , 2/2. 2UU: Exchange control of Phyrexian Infiltrator and target creature.	Scathe Zombies 7th C, 2B, Creature - Zombie , 2/2
Dusk Imp OD C, 2B, Creature - Imp , 2/1. Flying	Greed 7th R, 3B, Enchantment . B. Pay 2 life. Draw a card.	Marauding Knight IN R, 2B, Creature - Knight , 2/2. Protection from white. Marauding Knight gets +1/+1 for each plains you opponents control.	Nausea 7th C, 1B, Sorcery . All creatures get -1/-1 until end of turn.	Phyrexian Reaper IN C, 4B, Creature - Zombie , 3/3. Whenever Phyrexian Reaper becomes blocked by a green creature, destroy that creature. It can't be regenerated.	Scavenged Weaponry IN C, 2B, Enchant Creature . When Scavenged Weaponry comes into play, draw a card. Enchanted creature gets +1/+1.
Duskwalker IN C, 3B, Creature - Minion , 1/1. Kicker 3B. If you paid the kicker cost, Duskwalker comes into play with two +1/+1 counters on it and it with "Duskwalker can't be blocked except by artifact creatures and/or black creatures."	Grotesque Hybrid TR U, 4B, Creature - Hybrid , 3/3. Whenever Grotesque Hybrid deals combat damage to a creature, destroy that creature. It can't be regenerated. Discard a card from your hand: Grotesque Hybrid gains flying and protection from green and from white until end of turn.	Mesmeric Fiend TR C, 1B, Creature - Nightmare Horror , 1/1. When Mesmeric Fiend comes into play, target opponent reveals his or her hand and you choose a nonland card from it. Remove that card from the game. When Mesmeric Fiend leaves play, return the removed card to its owner's hand.	Necra 7th C, 1B, Sorcery . All creatures get -1/-1 until end of turn.	Phyrexian Rager AP C, 2B, Creature - Horror , 2/2. When Phyrexian Rager comes into play, you draw a card and you lose 1 life.	Screams of the Damned OD U, 3B, Enchantment . 1B. Remove a card in your graveyard from the game: Screams of the Damned deals 1 damage to each creature and each player.
Eastern Paladin 7th R, 2B, Creature - Knight , 3/3. 8B, ➤. Destroy target green creature.	Hate Weaver IN U, 1B, Creature - Wizard , 2/1. 2. Target blue or red creature gets +1/+0 until end of turn.	Mind Burst OD C, 1B, Sorcery . Target player discards X cards from his or her hand, where X is one plus the number of cards named Mind Burst in all graveyards.	Nefarious Lich OD R, 8BBB, Enchantment . If you would be dealt damage, remove that many cards in your graveyard from the game instead. If you can't, you lose the game. If you would gain life, draw that many cards instead. When Nefarious Lich leaves play, you lose the game.	Phyrexian Scuta PS R, 3B, Creature - Zombie , 3/3. Kicker - Pay 3 life. If you paid the kicker cost, Phyrexian Scuta comes into play with two +1/+1 counters on it.	Sengir Vampire TR R, 3B, Creature - Vampire , 4/4. Flying. Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.
Engineered Plague 7th U, 2B, Enchantment . As Engineered Plague comes into play, choose a creature type. All creatures of the chosen type get -1/-1.	Haunting Echoes OD R, 3B, Sorcery . Remove all cards in target player's graveyard other than basic land cards from the game. Search that player's library for all cards with the same name as cards removed this way and remove them from the game. Then that player shuffles his or her library.	Mind Extraction AP C, 2B, Sorcery . As an additional cost to play Mind Extraction, sacrifice a creature. Target player reveals his or her hand and discards all cards of each of the sacrificed creature's colors from it.	Nightmare 7th R, 5B, Creature - Nightmare , */*. Flying. Nightmare's power and toughness are each equal to the number of swamps you control.	Phyrexian Slayer IN C, 3B, Creature - Minion , 2/2. Flying. Whenever Phyrexian Slayer becomes blocked by a white creature, destroy that creature. It can't be regenerated.	Serpent Warrior 7th C, 2B, Creature - Soldier , 3/3. When Serpent Warrior comes into play, you lose 3 life.
Entomb OD R, 8B, Instant . Search your library for a card and put that card into your graveyard. Then shuffle your library.	Hollow Dogs 7th C, 4B, Creature - Hound , 3/3. Whenever Hollow Dogs attacks, it gets +2/+0 until end of turn.	Mind Rot 7th C, 3B, Sorcery . Target player discards two cards from his or her hand.	Nightmare's Power 7th R, 5B, Enchantment . Whenever a creature is dealt damage, remove that many cards in your graveyard from the game instead. If you can't, you lose the game. If you would gain life, draw that many cards instead. When Nefarious Lich leaves play, you lose the game.	Plague Beetle 7th C, 8B, Creature - Insect , 1/1. Swampwalk	Shade's Form TR C, 1B, Enchant Creature . Enchanted creature has "B: This creature gets +1/+1 until end of turn." When enchanted creature is put into a graveyard, return that creature to play under your control.
Execute OD U, 2B, Instant . Destroy target white creature. It can't be regenerated. Draw a card.	Exotic Disease PS U, 4B, Sorcery . Target player loses X life and you gain X life, where X is the number of basic land types among lands you control.	Mind Sludge TR U, 4B, Sorcery . Target player discards a card from his or her hand for each swamp you control.	Nightmare 7th R, 5B, Enchantment . Whenever a creature is dealt damage, remove that many cards in your graveyard from the game instead. If you can't, you lose the game. If you would gain life, draw that many cards instead. When Nefarious Lich leaves play, you lose the game.	Plague Spitter IN U, 2B, Creature - Horror , 2/2. At the beginning of your upkeep, Plague Spitter deals 1 damage to each creature and each player.	Shambling Swarm TR R, 1B, Creature - Horror , 3/3. When Shambling Swarm is put into a graveyard from play, distribute three -1/-1 counters among one, two, or three target creatures. Remove those counters at end of turn.
Face of Fear OD U, 5B, Creature - Horror , 3/4. 2B. Discard a card from your hand: Face of Fear can't be blocked this turn except by artifact creatures and/or black creatures.	Exotic Curse IN C, 2B, Enchant Creature . Enchanted creature gets -1/-1 for each basic land type among lands you control.	Mindsplitter OD R, 2B, Creature - Horror , 4/3. When Mindsplitter is put into a graveyard from play, each player discards his or her hand.	Nightmare 7th R, 5B, Enchantment . Whenever a creature is dealt damage, remove that many cards in your graveyard from the game instead. If you can't, you lose the game. If you would gain life, draw that many cards instead. When Nefarious Lich leaves play, you lose the game.	Planar Despair AP R, 3B, Sorcery . All creatures get -1/-1 until end of turn for each basic land type among lands you control.	Shriek of Dread PS C, 1B, Instant . Target creature can't be blocked this turn except by artifact creatures and/or black creatures.
Faceless Butcher TR C, 2B, Creature - Nightmare Horror , 2/3. When Faceless Butcher comes into play, remove target creature other than Faceless Butcher from the game. When Faceless Butcher leaves play, return the removed card to play under its owner's control.	Exotic Curse IN C, 2B, Enchant Creature . Enchanted creature gets -1/-1 for each basic land type among lands you control.	Mindsplitter OD R, 2B, Creature - Horror , 4/3. When Mindsplitter is put into a graveyard from play, each player discards his or her hand.	Nightmare 7th R, 5B, Enchantment . Whenever a creature is dealt damage, remove that many cards in your graveyard from the game instead. If you can't, you lose the game. If you would gain life, draw that many cards instead. When Nefarious Lich leaves play, you lose the game.	Planeswalker's Scorn PS R, 2B, Enchantment . 3B: Target opponent reveals a card at random in his or her hand. Target creature gets -X/-X until end of turn, where X is the revealed card's converted mana cost. Play this ability only any time you could play a sorcery.	Sickening Dreams TR U, 1B, Sorcery . As an additional cost to play Sickening Dreams, discard X cards from your hand. Sickening Dreams deals X damage to each creature and each player.
Fallen Angel 7th R, 3B, Creature - Angel , 3/3. Flying. Sacrifice a creature: Fallen Angel gets +2/+1 until end of turn.	Exotic Curse IN C, 2B, Enchant Creature . Enchanted creature gets -1/-1 for each basic land type among lands you control.	Mindsplitter OD R, 2B, Creature - Horror , 4/3. When Mindsplitter is put into a graveyard from play, each player discards his or her hand.	Nightmare 7th R, 5B, Enchantment . Whenever a creature is dealt damage, remove that many cards in your graveyard from the game instead. If you can't, you lose the game. If you would gain life, draw that many cards instead. When Nefarious Lich leaves play, you lose the game.	Psychotic Haze TR C, 2B, Enchantment . Psychotic Haze deals 1 damage to each creature and each player. Madness 1B.	Sinister Strength PS C, 1B, Enchant Creature . Enchanted creature gets +3/+1 and is black.
Famished Ghoul OD U, 3B, Creature - Zombie , 3/2. 1B. Sacrifice Famished Ghoul: Remove up to two target cards in a single graveyard from the game.	Exotic Curse IN C, 2B, Enchant Creature . Enchanted creature gets -1/-1 for each basic land type among lands you control.	Mindsplitter OD R, 2B, Creature - Horror , 4/3. When Mindsplitter is put into a graveyard from play, each player discards his or her hand.	Nightmare 7th R, 5B, Enchantment . Whenever a creature is dealt damage, remove that many cards in your graveyard from the game instead. If you can't, you lose the game. If you would gain life, draw that many cards instead. When Nefarious Lich leaves play, you lose the game.	Putrid Imp TR C, 8B, Creature - Zombie Imp , 1/1. Discard a card from your hand: Putrid Imp gains flying until end of turn. Threshold - Putrid Imp gets +1/+1 and can't block.	Skeletal Scrying OD U, 8B, Instant . As an additional cost to play Skeletal Scrying, remove X cards in your graveyard from the game. You draw X cards and you lose X life.
Fear 7th C, 8B, Enchant Creature . Enchanted creature can't be blocked except by artifact creatures and/or black creatures.	Exotic Curse IN C, 2B, Enchant Creature . Enchanted creature gets -1/-1 for each basic land type among lands you control.	Mindsplitter OD R, 2B, Creature - Horror , 4/3. When Mindsplitter is put into a graveyard from play, each player discards his or her hand.	Nightmare 7th R, 5B, Enchantment . Whenever a creature is dealt damage, remove that many cards in your graveyard from the game instead. If you can't, you lose the game. If you would gain life, draw that many cards instead. When Nefarious Lich leaves play, you lose the game.	Quagmire Druid AP C, 2B, Creature - Zombie Druid , 2/2. G, ➤. Sacrifice a creature: Destroy target enchantment.	Skull Fracture OD U, 8B, Sorcery . Target player discards a card from his or her hand. Flashback 3B.
Filthy Cur OD C, 1B, Creature - Hound , 2/2. Whenever Filthy Cur is dealt damage, you lose that much life.	Exotic Curse IN C, 2B, Enchant Creature . Enchanted creature gets -1/-1 for each basic land type among lands you control.	Mindsplitter OD R, 2B, Creature - Horror , 4/3. When Mindsplitter is put into a graveyard from play, each player discards his or her hand.	Nightmare 7th R, 5B, Enchantment . Whenever a creature is dealt damage, remove that many cards in your graveyard from the game instead. If you can't, you lose the game. If you would gain life, draw that many cards instead. When Nefarious Lich leaves play, you lose the game.	Rag Man 7th R, 2B, Creature - Minion , 2/1. 8BB, ➤. Target opponent reveals his or her hand and discards a creature card at random from it. Play this ability only during your turn.	Slay PS U, 2B, Instant . Destroy target green creature. It can't be regenerated. Draw a card.

Silthery Stalker **TR**
U, 18B, **Enchantment - Nightmare Horror**, 1/1. Swampwalk. When Silthery Stalker comes into play, remove target green or white creature an opponent controls from the game. When Silthery Stalker leaves play, return the removed card to play under its owner's control.

Soul Burn **IN**
C, 28, **Sorcery**. Spend only black and/or red mana on X. Soul Burn deals X damage to target creature or player. You gain life equal to the damage dealt, but not more than the amount of B spent on X, the player's life total before Soul Burn dealt damage, or the creature's toughness.

Soul Feast **7th**
U, 38B, **Sorcery**. Target player loses 4 life and you gain 4 life.

Soul Scourge **TR**
C, 4B, **Creature - Nightmare Horror**, 3/2. Flying. When Soul Scourge comes into play, target player loses 3 life. When Soul Scourge leaves play, that player gains 3 life.

Spineless Thug **7th**
C, 1B, **Creature - Mercenary**, 2/2. Spineless Thug can't block.

Spreading Plague **IN**
R, 4B, **Enchantment**. Whenever a creature comes into play, destroy all other creatures that share a color with it. They can't be regenerated.

Stalking Bloodsucker **OD**
R, 4BB, **Creature - Vampire**, 4/4. Flying. 1B, Discard a card from your hand: Stalking Bloodsucker gets +2/+2 until end of turn.

Strands of Night **7th**
U, 28B, **Enchantment**. BB, Pay 2 life, Sacrifice a swamp: Return target creature card from your graveyard to play.

Strength of Lunacy **TR**
U, 1B, **Enchant Creature**. Enchanted creature gets +2/+1 and has protection from white. Madness B.

Stronghold Assassin **7th**
R, 18B, **Creature - Assassin**, 2/1. ♣. Sacrifice a creature: Destroy target nonblack creature.

Suppress **AP**
U, 2B, **Sorcery**. Target player removes all cards in his or her hand from the game face down. At the end of that player's next turn, that player returns those cards to his or her hand.

Tainted Aether **7th**
R, 28B, **Enchantment**. Whenever a creature comes into play, its controller sacrifices a creature or land.

Tainted Pact **OD**
R, 1B, **Instant**. Remove the top card of your library from the game. You may put that card into your hand unless it has the same name as another card removed this way. Repeat this process until you put a card into your hand or you remove two cards with the same name, whichever comes first.

Tainted Well **IN**
C, 2B, **Enchant Land**. When Tainted Well comes into play, draw a card. Enchanted land is a swamp.

Tombfire **OD**
R, B, **Sorcery**. Target player removes all cards with flashback in his or her graveyard from the game.

Traveling Plague **OD**
R, 38B, **Enchant Creature**. At the beginning of each player's upkeep, put a plague counter on Traveling Plague. Enchanted creature gets -1/-1 for each plague counter on Traveling Plague. When enchanted creature leaves play, that creature's controller returns Traveling Plague from its owner's graveyard to play.

Trench Wurm **IN**
U, 3B, **Creature - Wurm**, 3/3. 2R. ♣. Destroy target nonbasic land.

Tsabo's Assassin **IN**
R, 28B, **Creature - Assassin**, 1/1. ♣. Destroy target creature if it shares a color with the most common color among all permanents or the color tied for most common. A creature destroyed this way can't be regenerated.

Tsabo's Decree **IN**
R, 5B, **Instant**. Choose a creature type. Target player reveals his or her hand and discards all creature cards of that type from it. Then destroy all creatures of that type that player controls. They can't be regenerated.

Twilight's Call **IN**
R, 48B, **Sorcery**. You may play Twilight's Call any time you could play an instant if you pay 2 more to play it. Each player returns all creature cards from his or her graveyard to play.

Unhinge **TR**
C, 2B, **Sorcery**. Target player discards a card from his or her hand. Draw a card.

Unholy Strength **7th**
C, B, **Enchant Creature**. Enchanted creature gets +2/+1.

Urborg Emissary **IN**
U, 2B, **Creature - Wizard**, 3/1. Kicker: 1U. When Urborg Emissary comes into play, if you paid the kicker cost, return target permanent to its owner's hand.

Urborg Phantom **IN**
C, 2B, **Creature - Minion**, 3/1. Urborg Phantom can't block. U: Prevent all combat damage that would be dealt to and dealt by Urborg Phantom this turn.

Urborg Shambler **IN**
U, 28B, **Creature - Horror**, 4/3. All other black creatures get -1/-1.

Urborg Skeleton **IN**
C, B, **Creature - Skeleton**, 0/1. Kicker: 3. B. Regenerate Urborg Skeleton. If you paid the kicker cost, Urborg Skeleton comes into play with a +1/+1 counter on it.

Urborg Uprising **AP**
C, 4B, **Sorcery**. Return up to two target creature cards from your graveyard to your hand. Draw a card.

Volcano Imp **PS**
C, 3B, **Creature - Imp**, 2/2. Flying. 1R. Volcano Imp gains first strike until end of turn.

Wall of Bone **7th**
U, 2B, **Creature - Wall**, 1/4. B. Regenerate Wall of Bone.

Warped Devotion **PS**
U, 2B, **Enchantment**. Whenever a permanent is returned to a player's hand, that player discards a card from his or her hand.

Waste Away **TR**
C, 4B, **Instant**. As an additional cost to play Waste Away, discard a card from your hand. Target creature gets -5/-5 until end of turn.

Western Paladin **7th**
R, 28B, **Creature - Knight**, 3/3. 8B. ♣. Destroy target white creature.

Whispering Shade **OD**
C, 3B, **Creature - Shade**, 1/1. Swampwalk. B: Whispering Shade gets +1/+1 until end of turn.

Yawgmooth's Agenda **IN**
R, 38B, **Enchantment**. Play no more than one spell each turn. You may play cards in your graveyard as though they were in your hand. If a card would be put into your graveyard from anywhere, remove it from the game instead.

Yawgmooth's Edict **7th**
U, 1B, **Enchantment**. Whenever an opponent plays a white spell, that player loses 1 life and you gain 1 life.

Zombie Assassin **OD**
C, 4B, **Creature - Zombie Assassin**, 3/2. ♣. Remove two cards in your graveyard and Zombie Assassin from the game. Destroy target nonblack creature. It can't be regenerated.

Zombie Boa **AP**
C, 4B, **Creature - Zombie Snake**, 3/3. 1B. Choose a color. Whenever Zombie Boa becomes blocked by a creature of that color this turn, destroy that creature. Play this ability only any time you could play a sorcery.

Zombie Cannibal **OD**
C, B, **Creature - Zombie**, 1/1. Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game.

Zombie Infestation **OD**
U, 1B, **Enchantment**. Discard two cards from your hand: Put a 2/2 black Zombie creature token into play.

Zombie Trailblazer **TR**
U, 8BB, **Creature - Zombie**, 2/2. Tap an untapped Zombie you control: Target land becomes a swamp until end of turn. Tap an untapped Zombie you control: Target creature gains swampwalk until end of turn.

Zombify **OD**
U, 3B, **Sorcery**. Return target creature card from your graveyard to play.



Aboshan, Cephalid Emperor **OD**
R, 4UU, **Creature - Cephalid Legend**, 3/3. Tap an untapped Cephalid you control: Tap target permanent. UUU: Tap all creatures without flying.

Aboshan's Desire **OD**
C, U, **Enchant Creature**. Enchanted creature has flying. Threshold - Enchanted creature can't be the target of spells or abilities.

Aether Burst **OD**
C, 1U, **Instant**. Return up to X target creatures to their owners' hands, where X is one plus the number of cards named Aether Burst in all graveyards as you play Aether Burst.

Air Elemental **7th**
U, 3UU, **Creature - Elemental**, 4/4. Flying.

Allied Strategies **PS**
U, 4U, **Sorcery**. Target player draws a card for each basic land type among lands he or she controls.

Alter Reality **TR**
R, 1U, **Instant**. Change the text of target permanent or spell by replacing all instances of one color word with another. Flashback 1U.

Ambassador Laquatus **TR**
R, 1UU, **Creature - Merfolk Legend**, 1/3. 3: Target player puts the top three cards of his or her library into his or her graveyard.

Amugaba **OD**
R, 5UU, **Creature - Illusion**, 6/6. Flying. 2U. Discard a card from your hand: Return Amugaba to its owner's hand.

Ancestral Memories **7th**
R, 2UUU, **Sorcery**. Look at the top seven cards of your library. Put two of them into your hand and the rest into your graveyard.

Aquamoeba **TR**
C, 1U, **Creature - Beast**, 1/3. Discard a card from your hand: Switch Aquamoeba's power and toughness until end of turn.

Arcane Laboratory **7th**
U, 2U, **Enchantment**. Each player can't play more than one spell each turn.

Archivist **7th**
R, 2UU, **Creature - Wizard**, 1/1. ♣. Draw a card.

Arctic Merfolk **PS**
C, 1U, **Creature - Merfolk**, 1/1. Kicker: Return a creature you control to its owner's hand. If you paid the kicker cost, Arctic Merfolk comes into play with a +1/+1 counter on it.

Aura Graft **OD**
U, 1U, **Instant**. Gain control of target enchantment that's enchanting a permanent. Move that enchantment to another permanent it can enchant.

Aven Fisher **OD**
C, 3U, **Creature - Bird Soldier**, 2/2. Flying. When Aven Fisher is put into a graveyard from play, you may draw a card.

Aven Smokeweaver **OD**
U, 2UU, **Creature - Bird Soldier**, 2/3. Flying. protection from red.

Aven Windreader **OD**
C, 3UU, **Creature - Bird Soldier Wizard**, 3/3. Flying. 1U: Target player reveals the top card of his or her library.

Baleful Star **7th**
U, 2U, **Sorcery**. Target opponent reveals his or her hand. You draw a card for each mountain and red card in it.

Balshan Beguiler **OD**
U, 2U, **Creature - Wizard**, 1/1. Whenever Balshan Beguiler deals combat damage to a player, that player reveals the top two cards of his or her library. You choose one of those cards and put it into his or her graveyard.

Balshan Collaborator **TR**
B: Balshan Collaborator gets +1/+1 until end of turn.

Balshan Griffin **OD**
U, 3UU, **Creature - Griffin**, 3/2. Flying. 1U. Discard a card from your hand: Return Balshan Griffin to its owner's hand.

Bamboozle **OD**
U, 2U, **Sorcery**. Target player reveals the top four cards of his or her library. You choose two of those cards and put them into his or her graveyard. Put the rest on top of his or her library in any order.

Barrin's Unmaking **IN**
C, 1U, **Instant**. Return target permanent to its owner's hand if that permanent shares a color with the most common color among all permanents or the color tied for most common.

Battle of Wits **OD**
R, 3UU, **Enchantment**. At the beginning of your upkeep, if you have 200 or more cards in your library, you win the game.

Benthic Behemoth **7th**
R, 5UUU, **Creature - Serpent**, 7/6. Islandwalk.

Blind Seer **IN**
R, 2UU, **Creature - Legend**, 3/3. 1U: Target spell or permanent becomes the color of your choice until end of turn.

Boomerang **7th**
C, UU, **Instant**. Return target permanent to its owner's hand.

Breaking Wave **IN**
U, 2UU, **Sorcery**. You may play Breaking Wave any time you could play an instant if you pay 2 more to play it. Simultaneously untap all tapped creatures and tap all untapped creatures.

Breakthrough **TR**
U, XU, **Sorcery**. Draw four cards, then choose X cards in your hand and discard the rest from it.

Careful Study **OD**
C, U, **Sorcery**. Draw two cards, then discard two cards from your hand.

Cephalid Aristocrat **TR**
C, 4U, **Creature - Cephalid**, 3/3. Whenever Cephalid Aristocrat becomes the target of a spell or ability, put the top two cards of your library into your graveyard.

Cephalid Broker **OD**
U, 3U, **Creature - Cephalid**, 2/2. ♣. Target player draws two cards, then discards two cards from his or her hand.

Cephalid Illusionist **TR**
U, 1U, **Creature - Cephalid Wizard**, 1/1. Whenever Cephalid Illusionist becomes the target of a spell or ability, put the top three cards of your library into your graveyard. 2U, ♣. This turn prevent all combat damage that would be dealt to and dealt by target creature you control.

Cephalid Looter **OD**
C, 2U, **Creature - Cephalid**, 2/1. ♣. Target player draws a card, then discards a card from his or her hand.

Cephalid Retainer **OD**
R, 2UU, **Creature - Cephalid**, 2/3. UU: Tap target creature without flying.

Cephalid Sage **TR**
U, 3U, **Creature - Cephalid**, 2/3. Threshold - When Cephalid Sage comes into play, draw three cards, then discard two cards from your hand.

Cephalid Scout **OD**
C, 1U, **Creature - Cephalid Wizard**, 1/1. Flying. 2U. Sacrifice a land: Draw a card.

Cephalid Shrine **OD**
R, 1UU, **Enchantment**. Whenever a player plays a spell, counter that spell unless that player pays X, where X is the number of cards in all graveyards with the same name as the spell.

Cephalid Snitch **TR**
C, 1U, **Creature - Cephalid Wizard**, 1/1. Sacrifice Cephalid Snitch: Target creature loses protection from black until end of turn.

Cephalid Vandal **TR**
R, 1U, **Creature - Cephalid**, 1/1. At the beginning of your upkeep, put a shred counter on Cephalid Vandal. Then put the top card of your library into your graveyard for each shred counter on Cephalid Vandal.

Ceta Disciple **AP**
C, U, **Creature - Wizard**, 1/1. R. ♣. Target creature gets +2/+4 until end of turn. G. ♣. Add one mana of any color to your mana pool.

Ceta Sanctuary **AP**
U, 2U, **Enchantment**. At the beginning of your upkeep, if you control a red or green permanent, draw a card, then discard a card from your hand. If you control a red permanent and a green permanent, instead draw two cards, then discard a card from your hand.

Cetavolver **AP**
R, 1U, **Creature - Volver**, 1/1. Kicker 1R and/or G. If you paid the 1R kicker cost, Cetavolver comes into play with two +1/+1 counters on it and with first strike. If you paid the G kicker cost, Cetavolver comes into play with a +1/+1 counter on it and with trample.

Chamber of Manipulation **OD**
U, 2UU, **Enchant Land**. Enchanted land has "Discard a card from your hand: Gain control of target creature until end of turn."

Churning Eddy **TR**
C, 3U, **Sorcery**. Return target creature and target land to their owners' hands.

Circular Logic **TR**
U, 2U, **Instant**. Counter target spell unless its controller pays 1 for each card in your graveyard. Madness U.

Coastal Drake **AP**
C, 2U, **Creature - Drake**, 2/1. Flying. 1U. ♣. Return target Kavu to its owner's hand.

Cognivore **OD**
R, 6UU, **Creature - Lhurgoyf**, */*. Flying. Cognivore's power and toughness are each equal to the number of instant cards in all graveyards.

Collective Restraint **IN**
R, 3U, **Enchantment**. Creatures can't attack you unless their controller pays X for each creature attacking you, where X is the number of basic land types among lands you control.

Compulsion **TR**
U, 1U, **Enchantment**. 1U. Discard a card from your hand: Draw a card. 1U. Sacrifice Compulsion: Draw a card.

Concentrate **OD**
U, 2UU, **Sorcery**. Draw three cards.

Confiscate **7th**
U, 4UU, **Enchant Permanent**. You control enchanted permanent.

Confound **PS**
C, 1U, **Instant**. Counter target spell that targets one or more creatures. Draw a card.

Coral Merfolk **7th**
C, 1U, **Creature - Merfolk**, 2/1.

Coral Net **TR**
C, U, **Enchant Creature**. Coral Net can enchant only a green or white creature. Enchanted creature has "At the beginning of your upkeep, sacrifice this creature unless you discard a card from your hand."

Counterspell **7th**
C, UU, **Instant**. Counter target spell.

Crystall Spray **IN**
R, 2U, **Instant**. Change the text of target spell or permanent by replacing all instances of one color word or basic land type with another until end of turn. Draw a card.

Cultural Exchange **OD**
R, 4UU, **Sorcery**. Choose any number of creatures target player controls. Choose the same number of creatures another target player controls. Those players exchange control of those creatures.

Daring Apprentice **7th**
R, 1UU, **Creature - Wizard**, 1/1. ♣. Sacrifice Daring Apprentice: Counter target spell.

Deep Analysis **TR**
C, 3U, **Sorcery**. Target player draws two cards. Flashback - 1U. Pay 3 life.

Deflection **7th**
R, 3U, **Instant**. Change the target of target spell with a single target.

Deluge **OD**
U, 2U, **Instant**. Tap all creatures without flying.

Delusions of Mediocrity **7th**
R, 3U, **Enchantment**. When Delusions of Mediocrity comes into play, you gain 10 life. When Delusions of Mediocrity leaves play, you lose 10 life.

Dematerialize **OD**
C, 3U, **Sorcery**. Return target permanent to its owner's hand. Flashback 5UU.

Disrupt **IN**
U, U, **Instant**. Counter target instant or sorcery spell unless its controller pays 1. Draw a card.

Distorting Wake **IN**
R, XUUU, **Sorcery**. Return X target non-land permanents to their owners' hands.

Divert **OD**
R, U, **Instant**. Change the target of target spell with a single target unless that spell's controller pays 2.

Drainu's Pet **PS**
R, 1UU, **Creature - Shapeshifter**, 2/2. Kicker - 2B. Discard a creature card from your hand. If you paid the kicker cost, Drainu's Pet has flying and comes into play with X +1/+1 counters on it, where X is the discarded card's converted mana cost.

Dream Thrush **IN**
C, 1U, **Creature - Bird**, 1/1. Flying. ♣. Target land's type becomes the basic land type of your choice until end of turn.

Dreamwinder **OD**
C, 3U, **Creature - Serpent**, 4/3. Dreamwinder can't attack unless defending player controls an island. U. Sacrifice an island: Target land becomes an island until end of turn.

Empress Galina **IN**
R, 3UU, **Creature - Legend**, 1/3. UU. ♣. Gain control of target Legend or legendary permanent.

Equilibrium **7th**
R, 1UU, **Enchantment**. Whenever you play a creature spell, you may pay 1. If you do, return target creature to its owner's hand.

Ertai's Trickery **PS**
U, U, **Instant**. Counter target spell if a kicker cost was paid for it.

Escape Artist **OD**
C, 1U, **Creature - Wizard**, 1/1. Escape Artist is unblockable. U. Discard a card from your hand: Return Escape Artist to its owner's hand.

Escape Routes **PS**
C, 2U, **Enchantment**. 2U: Return target white or black creature you control to its owner's hand.

Essence Leak **IN**
U, U, **Enchant Permanent**. If enchanted permanent is red or green, it has "At the beginning of your upkeep, sacrifice this permanent unless you pay its mana cost."

Evacuation **7th**
R, 3UU, **Instant**. Return all creatures to their owners' hands.

Evasive Action **AP**
U, 1U, **Instant**. Counter target spell unless its controller pays 1 for each basic land type among lands you control.

Exclude **IN**
C, 2U, **Instant**. Counter target creature spell. Draw a card.

Extract **OD**
R, U, **Sorcery**. Search target player's library for a card and remove that card from the game. Then that player shuffles his or her library.

Fact or Fiction **IN**
U, 3U, **Instant**. Reveal the top five cards of your library. An opponent separates those cards into two face-up piles. Put one pile into your hand and the other into your graveyard.

Faerie Squadron **IN**
C, U, **Creature - Faerie**, 1/1. Kicker 3U. If you paid the kicker cost, Faerie Squadron comes into play with two +1/+1 counters on it and with flying.

False Memories **TR**
R, 1U, **Instant**. Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your graveyard from the game.

Fervent Denial **OD**
U, 3UU, **Instant**. Counter target spell. Flashback 5UU.

Fighting Drake **7th**
U, 2UU, **Creature - Drake**, 2/4. Flying.

Fleeting Image **7th**
R, 2U, **Creature - Illusion**, 2/1. Flying. 1U: Return Fleeting Image to its owner's hand.

Flight **7th**
C, U, **Enchant Creature**. Enchanted creature has flying.

Force Spike **7th**
C, U, **Instant**. Counter target spell unless its controller pays 1.

Gainsay **PS**
U, 1U, **Instant**. Counter target blue spell.

Ghostly Wings **TR**
C, 3UU, **Enchantment**. Enchanted creature gets +1/+1 and has flying. Discard a card from your hand: Return enchanted creature to its owner's hand.

Giant Octopus **7th**
C, 3U, **Creature - Octopus**, 3/3.

Glacial Wall **7th**
U, 2U, **Creature - Wall**, 0/7.

Hibernation **7th**
U, 2U, **Instant**. Return all green permanents to their owners' hands.

Horned Turtle **7th**
C, 2U, **Creature - Turtle**, 1/4.

Hunting Drake **PS**
C, 4U, **Creature - Drake**, 2/2. Flying. When Hunting Drake comes into play, put target red or green creature on top of its owner's library.

Hydromorph Guardian **TR**
C, 2U, **Creature - Guardian**, 1/1. Sacrifice Hydromorph Guardian: Counter target spell that targets one or more creatures you control.

Hydromorph Gull **TR**
U, 3UU, **Creature - Bird Guardian**, 3/3. Flying. U. Sacrifice Hydromorph Gull: Counter target spell that targets one or more creatures you control.

Ice Cave **AP**
R, 3UU, **Enchantment**. Whenever a player plays a spell, any other player may pay that spell's mana cost. If a player does, counter the spell.

Immobilizing Ink **OD**
C, 1U, **Enchant Creature**. Enchanted creature doesn't untap during its controller's untap step. Enchanted creature has "1. Discard a card from your hand: Untap this creature."

Index **AP**
C, U, **Sorcery**. Look at the top five cards of your library, then put them back in any order.

Inspiration **7th**
C, 3U, **Instant**. Target player draws two cards.

Jaded Response **AP**
C, 1U, **Instant**. Counter target spell if it shares a color with a creature you control.

Jilt **AP**
C, 1U, **Instant**. Kicker 1R. Return target creature to its owner's hand. If you paid the kicker cost, Jilt deals 2 damage to another target creature.

Laquatus's Creativity **OD**
U, 4U, **Sorcery**. Target player draws cards equal to the number of cards in his or her hand, then discards that many cards from it.

Levitation **7th**
U, 2UU, **Enchantment**. Creatures you control have flying.

Liquify **TR**
C, 2U, **Instant**. Counter target spell with converted mana cost 3 or less. If it's countered this way, remove it from the game instead of putting it into its owner's graveyard.

Living Airship **AP**
C, 3U, **Creature - Ship**, 2/3. Flying. 2G: Regenerate Living Airship.



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Llawan, Cephalid Empress **TR**
R, 3U, Creature - Cephalid Legend, 2/3.
 When Llawan, Cephalid Empress comes into play, return all blue creatures you own to your opponents' control to their owners' hands. Your opponents can't play blue creature spells.

Lord of Atlantis **7th**
R, UU, Creature - Lord, 2/2. All Merfolk get +1/+1 and have islandwalk.

Mahamoti Djinn **7th**
R, 4UU, Creature - Djinn, 5/6. Flying.

Mana Breach **7th**
U, 2U, Enchantment. Whenever a player plays a spell, that player returns a land he or she controls to its owner's hand.

Mana Maze **IN**
R, 1U, Enchantment. Players can't play spells that share a color with the spell last played this turn.

Mana Short **7th**
R, 2U, Instant. Tap all lands target player controls and empty his or her mana pool.

Manipulate Fate **IN**
U, 1U, Sorcery. Search your library for three cards, remove them from the game, then shuffle your library. Draw a card.

Mawcor **7th**
R, 3UU, Creature - Beast, 3/3. Flying. **Mawcor** deals 1 damage to target creature or player.

Memory Lapse **7th**
C, 1U, Instant. Counter target spell. If you do, put it on top of its owner's library card instead of into that player's graveyard.

Merfolk Looter **7th**
U, 1U, Creature - Merfolk, 1/1. Draw a card, then discard a card from your hand.

Merfolk of the Pearl Trident **7th**
C, U, Creature - Merfolk, 1/1

Metathran Aerostat **IN**
R, 2UU, Creature - Ship, 2/2. Flying. **XU:** You may put a creature card with converted mana cost X from your hand into play. If you do, return Metathran Aerostat to its owner's hand.

Metathran Transport **IN**
U, 1UU, Creature - Ship, 1/3. Flying. Metathran Transport can't be blocked by blue creatures. **U:** Target creature becomes blue until end of turn.

Metathran Zombie **IN**
C, 1U, Creature - Zombie, 1/1. B: Regenerate Metathran Zombie.

Obsessive Search **TR**
C, U, Instant. Draw a card. Madness U

Opportunity **7th**
U, 4UU, Instant. Target player draws four cards.

Opposition **7th**
R, 2UU, Enchantment. Tap an untapped creature you control: Tap target artifact, creature, or land.

Opt **IN**
C, U, Instant. Look at the top card of your library. You may put that card on the bottom of your library. Draw a card.

Patron Wizard **OD**
R, 3UU, Creature - Wizard, 2/2. Tap an untapped Wizard you control: Counter target spell unless its controller pays 1.

Pedantic Learning **OD**
R, UU, Enchantment. Whenever a land card is put into your graveyard from your library, you may pay 1. If you do, draw a card.

Peek **OD**
C, U, Instant. Look at target player's hand. Draw a card.

Persuasion **OD**
R, 3UU, Instant. Creature. You control enchanted creature.

Phantasmal Terrain **IN**
C, UU, Enchantment Land. As Phantasmal Terrain comes into play, choose a basic land type. Enchanted land's type is the chosen type.

Phantom Warrior **7th**
U, 1UU, Creature - Illusion, 2/2. Phantom Warrior is unblockable.

Phantom Whelp **OD**
C, 1U, Creature - Hound, 2/2. When Phantom Whelp attacks or blocks, return it to its owner's hand at end of combat.

Plagiariize **TR**
R, 3U, Instant. Until end of turn, if target player would draw a card, instead that player skips that draw and you draw a card.

Planar Overlay **PS**
R, 2U, Sorcery. Each player chooses a land he or she controls of each basic land type. Return those lands to their owners' hands.

Planeswalker's Mischievous **PS**
R, 2U, Enchantment. 3U: Target opponent reveals a card at random in his or her hand. If it's an instant or sorcery card, remove it from the game. As long as it remains removed from the game, you may play it as though it were in your hand without paying its mana cost. If it has X in its mana cost, X is 0. At end of turn, if you

haven't played it, return it to its owner's hand. Play this ability any time you could play a sorcery.

Possessed Aven **TR**
R, 3UU, Creature - Bird Soldier Horror, 3/3. Flying. Threshold - Possessed Aven gets +1/+1, is black, and has "2B, **De-**stroy target blue creature."

Predict **OD**
U, 1U, Instant. Name a card, then put the top card of target player's library into his or her graveyard. If that card is the named card, you draw two cards. Otherwise, you draw a card.

Probe **IN**
C, 2U, Sorcery. Kicker 1B. Draw three cards, then discard two cards from your hand. If you paid the kicker cost, target player discards two cards from his or her hand.

Prodigal Sorcerer **7th**
C, 2U, Creature - Wizard, 1/1. **Prodigal Sorcerer** deals 1 damage to target creature or player.

Prohibit **IN**
C, 1U, Instant. Kicker 2. Counter target spell if its converted mana cost is 2 or less. If you paid the kicker cost, counter that spell if its converted mana cost is 4 or less instead.

Psionic Gift **OD**
U, 1U, Enchantment. Enchanted creature has **De-** This creature deals 1 damage to target creature or player.

Psychic Battle **IN**
R, 3UU, Enchantment. Whenever a player chooses one or more targets, each player reveals the top card of his or her library. The player who reveals the card with the highest converted mana cost may change the target or targets. If two or more cards are tied for highest cost, the target or targets remain unchanged. Changing targets this way doesn't trigger this ability.

Pulsating Illusion **OD**
U, 4U, Creature - Illusion, 0/1. Flying. Discard a card from your hand: Pulsating Illusion gets +4/+4 until end of turn. Play this ability only once each turn.

Puppeteer **OD**
C, 1U, Creature - Wizard, 1/2. U: Tap or untap target creature.

Rainbow Crow **IN**
U, 3U, Creature - Bird, 2/2. Flying. 1: Rainbow Crow becomes the color of your choice until end of turn.

Reef Shaman **AP**
C, U, Creature - Merfolk, 0/2. **De-** Target land's type becomes the basic land type of your choice until end of turn.

Remove Soul **7th**
C, 1U, Instant. Counter target creature spell.

Repel **OD**
C, 3U, Instant. Put target creature on top of its owner's library.

Repulse **IN**
C, 2U, Instant. Return target creature to its owner's hand. Draw a card.

Retraced Image **TR**
R, U, Sorcery. Reveal a card in your hand, then put that card into play if it has the same name as a permanent in play.

Rites of Refusal **OD**
C, 1U, Instant. Discard any number of cards from your hand. Counter target spell unless its controller pays 3 for each card discarded this way.

Rushing River **PS**
C, 2U, Instant. Kicker - Sacrifice a land. Return target nonland permanent to its owner's hand. If you paid the kicker cost, return another target nonland permanent to its owner's hand.

Sage Owl **7th**
C, 1U, Creature - Bird, 1/1. Flying. When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.

Sapphire Leech **IN**
R, 1U, Creature - Leech, 2/2. Flying. Blue spells you play cost U more to play.

Scrivener **OD**
C, 4U, Creature - Townsfolk, 2/2. When Scrivener comes into play, you may return target instant card from your graveyard to your hand.

Sea Monster **7th**
C, 4UU, Creature - Serpent, 6/6. Sea Monster can't attack unless defending player controls an island.

Sea Snidd **PS**
C, 4U, Creature - Beast, 3/3. **De-** Target land's type becomes the basic land type of your choice until end of turn.

Shifting Sky **PS**
U, 2U, Enchantment. As Shifting Sky comes into play, choose a color. All non-land permanents are the chosen color.

Shifty Doppelganger **OD**
R, 2U, Creature - Shapeshifter, 1/1. 3U: Remove Shifty Doppelganger from the game. Put a creature card from your hand into play. That creature gains haste until end of turn. At end of turn, sacrifice that creature. If you do, return Shifty Doppelganger to play.

Shimmering Mirage **AP**
C, 1U, Instant. Target land's type becomes the basic land type of your choice until end of turn. Draw a card.

Shimmering Wings **IN**
C, U, Enchantment. Enchanted creature has flying. **U:** Return Shimmering Wings to its owner's hand.

Shoreline Raider **IN**
C, 2U, Creature - Merfolk, 2/2. Protection from Kavu

Sisay's Ingenuity **PS**
C, U, Enchantment. When Sisay's Ingenuity comes into play, draw a card. Enchanted creature has "2U: Target creature becomes the color of your choice until end of turn."

Sky Weaver **IN**
U, 1U, Creature - Wizard, 2/1. 2: Target white or black creature gains flying until end of turn.

Skywing Aven **TR**
C, 2U, Creature - Bird Soldier, 2/1. Flying. Discard a card from your hand. Return Skywing Aven to its owner's hand.

Sleeping Potion **PS**
U, 1U, Enchantment. When Sleeping Potion comes into play, tap enchanted creature. Enchanted creature doesn't untap during its controller's untap step. When enchanted creature becomes the target of a spell or ability, sacrifice Sleeping Potion.

Sleight of Hand **7th**
C, U, Sorcery. Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.

Standstill **OD**
U, 1U, Enchantment. When a player plays a spell, sacrifice Standstill. If you do, each of that player's opponents draws three cards.

Steal Artifact **7th**
U, 2UU, Enchantment. You control enchanted artifact.

Storm Crow **7th**
C, 1U, Creature - Bird, 1/2. Flying

Stormscape Apprentice **IN**
C, U, Creature - Wizard, 1/1. W: **De-** Target creature. B: **De-** Target player loses 1 life.

Stormscape Battlemage **PS**
U, 2UU, Creature - Wizard, 2/2. Kicker W and/or 2B. When Stormscape Battlemage comes into play, if you paid the W kicker cost, you gain 3 life. When Stormscape Battlemage comes into play, if you paid the 2B kicker cost, destroy target nonblack creature. That creature can't be regenerated.

Stormscape Familiar **PS**
C, 1U, Creature - Bird, 1/1. Flying. White spells and black spells you play cost 1 less to play.

Stormscape Master **IN**
R, 2UU, Creature - Wizard, 2/2. WW: **De-** Target creature gains protection from the color of your choice until end of turn. BB: **De-** Target player loses 2 life and you gain 2 life.

Stupefying Touch **TR**
U, 1U, Enchantment. When Stupefying Touch comes into play, draw a card. Enchanted creature's activated abilities can't be played.

Sunken Hope **PS**
R, 3UU, Enchantment. At the beginning of each player's upkeep, that player returns a creature he or she controls to its owner's hand.

Sway of Illusion **IN**
U, 1U, Instant. Any number of target creatures become the color of your choice until end of turn. Draw a card.

Syncope **OD**
C, U, Instant. Counter target spell unless its controller pays X. If that spell is countered this way, remove it from the game instead of putting it into its owner's graveyard.

Teferi's Response **IN**
R, 1U, Instant. Counter target spell or ability an opponent controls that targets a land you control. If a permanent's ability is countered this way, destroy that permanent. Draw two cards.

Telepathic Spies **7th**
C, 2U, Creature - Wizard, 2/2. When Telepathic Spies comes into play, look at target opponent's hand.

Telepathy **7th**
U, U, Enchantment. Your opponents play with their hands revealed.

Temporal Adept **7th**
R, 1UU, Creature - Wizard, 1/1. UUU: **De-** Return target permanent to its owner's hand.

Temporal Distortion **IN**
R, 3UU, Enchantment. Whenever a creature or land becomes tapped, put an hourglass counter on it. Permanents with an hourglass counter on them don't untap during their controllers' untap steps. At the beginning of each player's upkeep, remove all hourglass counters from permanents that player controls.

Thieving Magpie **7th**
U, 2UU, Creature - Bird, 1/3. Flying. Whenever Thieving Magpie deals damage to an opponent, you draw a card.

Think Tank **OD**
U, 2U, Enchantment. At the beginning of your upkeep, look at the top card of your library. You may put that card into your graveyard.

Thought Devourer **OD**
R, 2UU, Creature - Beast, 4/4. Flying. Your maximum hand size is reduced by four.

Thought Eater **OD**
U, 1U, Creature - Beast, 2/2. Flying. Your maximum hand size is reduced by three.

Thought Nibbler **OD**
C, U, Creature - Beast, 1/1. Flying. Your maximum hand size is reduced by two.

Tidal Courier **AP**
U, 3U, Creature - Merfolk, 1/2. When Tidal Courier comes into play, reveal the top four cards of your library. Put all Merfolk cards revealed this way into your hand and the rest on the bottom of your library. 3U: Tidal Courier gains flying until end of turn.

Tidal Visionary **IN**
C, U, Creature - Wizard, 1/1. **De-** Target creature becomes the color of your choice until end of turn.

Time Stretch **OD**
R, 8UU, Sorcery. Target player takes two extra turns after this one.

Tolarian Emissary **IN**
U, 2U, Creature - Wizard, 1/2. Kicker 1W. Flying. When Tolarian Emissary comes into play, if you paid the kicker cost, destroy target enchantment.

Tolarian Winds **7th**
C, 1U, Instant. Discard your hand, then draw that many cards.

Touch of Invisibility **OD**
C, 3U, Sorcery. Target creature is unblockable this turn. Draw a card.

Tower Drake **IN**
C, 2U, Creature - Drake, 2/1. Flying. W: Tower Drake gets +0/+1 until end of turn.

Traumatize **OD**
R, 3UU, Sorcery. Target player puts the top half of his or her library, rounded down, into his or her graveyard.

Traveler's Cloak **IN**
C, 2U, Enchantment. As Traveler's Cloak comes into play, choose a land type. Enchanted creature has landwalk of the chosen type. When Traveler's Cloak comes into play, draw a card.

Treasure Trove **7th**
U, 2UU, Enchantment. 2UU: Draw a card.

Treetop Sentinel **OD**
U, 2UU, Creature - Bird Soldier, 2/3. Flying. protection from green

Turbulent Dreams **TR**
R, UU, Sorcery. As an additional cost to play Turbulent Dreams, discard X cards from your hand. Return X target nonland permanents to their owners' hands.

Twiddle **7th**
C, U, Instant. Tap or untap target artifact, creature, or land.

Unifying Theory **OD**
R, 1U, Enchantment. Whenever a player plays a spell, that player may pay 2. If the player does, he or she draws a card.

Unnatural Selection **AP**
R, 1U, Enchantment. 1: Choose a creature type other than Wall. Target creature's type becomes that type until end of turn.

Unsummon **7th**
C, U, Instant. Return target creature to its owner's hand.

Upheaval **OD**
R, 4UU, Sorcery. Return all permanents to their owners' hands.

Vigilant Drake **7th**
C, 4U, Creature - Drake, 3/3. Flying. 2U: Untap Vigilant Drake.

Vizzerdrix **7th**
R, 6U, Creature - Beast, 6/6

Vodalian Hypnotist **IN**
U, 1U, Creature - Wizard, 1/1. 2B: **De-** Target player discards a card from his or her hand. Play this ability only any time you could play a sorcery.

Vodalian Merchant **IN**
C, 1U, Creature - Merfolk, 1/2. When Vodalian Merchant comes into play, draw a card, then discard a card from your hand.

Vodalian Mystic **AP**
U, 1U, Creature - Merfolk, 1/1. **De-** Target instant or sorcery spell becomes the color of your choice.

Vodalian Serpent **IN**
C, 3U, Creature - Serpent, 2/2. Kicker 2. Vodalian Serpent can't attack unless defending player controls an island. If you paid the kicker cost, Vodalian Serpent comes into play with four +1/+1 counters on it.

Wall of Air **7th**
U, 1UU, Creature - Wall, 1/5. Flying

Wall of Wonder **7th**
R, 2UU, Creature - Wall, 1/5. 2UU: Wall of Wonder gets +4/+4 until end of turn and may attack this turn as though it weren't a Wall.

Wash Out **IN**
U, 3U, Sorcery. Return all permanents of the color of your choice to their owners' hands.

Waterspout Elemental **PS**
R, 3UU, Creature - Elemental, 3/4. Kicker U. Flying. When Waterspout Elemental comes into play, if you paid the kicker cost, return all other creatures to their owners' hands and you skip your next turn.

Well-Laid Plans **IN**
R, 2U, Enchantment. Prevent all damage that would be dealt to a creature by another creature if they share a color.

Whirlpool Drake **AP**
U, 3U, Creature - Drake, 2/2. Flying. When Whirlpool Drake comes into play, shuffle the cards from your hand into your library, then draw that many cards. When Whirlpool Drake is put into a graveyard from play, shuffle the cards from your hand into your library, then draw that many cards.

Whirlpool Rider **AP**
C, 1U, Creature - Merfolk, 1/1. When Whirlpool Rider comes into play, shuffle the cards from your hand into your library, then draw that many cards.

Whirlpool Warrior **AP**
R, 2U, Creature - Merfolk, 2/2. When Whirlpool Warrior comes into play, shuffle the cards from your hand into your library, then draw that many cards. R: Sacrifice Whirlpool Warrior. Each player shuffles the cards from his or her hand into his or her library, then draws that many cards.

Wind Dancer **7th**
U, 1U, Creature - Faerie, 1/1. Flying. **De-** Target creature gains flying until end of turn.

Wind Drake **7th**
C, 2U, Creature - Drake, 2/2. Flying

Words of Wisdom **OD**
C, 1U, Instant. You draw two cards, then each other player draws a card.

Worldly Counsel **IN**
C, 1U, Instant. Look at the top X cards of your library, where X is the number of basic land types among lands you control. Put one of those cards into your hand and the rest on the bottom of your library.

Zanam Djinn **IN**
U, 5U, Creature - Djinn, 5/6. Flying. Zanam Djinn gets -2/-2 as long as blue is the most common color among all permanents or is tied for most common.



Absorb **IN**
R, 3UU, Instant. Counter target spell. You gain 3 life.

Aether Mutation **AP**
U, 3UU, Sorcery. Return target creature to its owner's hand. Put X 1/1 green Saproling creature tokens into play, where X is its converted mana cost.

Aether Rift **IN**
R, 1RG, Enchantment. At the beginning of your upkeep, discard a card at random from your hand. If you discard a creature card this way, put that card into play unless any player pays 5 life.

Ancient Spider **PS**
R, 2GW, Creature - Spider, 2/5. First strike. Ancient Spider may block as though it had flying.

Angelic Shield **IN**
U, UU, Enchantment. Creatures you control get +0/+1. Sacrifice Angelic Shield: Return target creature to its owner's hand.

Armaddillo Cloak **IN**
C, 1GW, Enchantment. Enchanted creature gets +2/+2 and has trample. Whenever enchanted creature deals damage, you gain that much life.

Armored Guardian **IN**
R, 3WU, Creature - Guardian, 2/5. 1WW: Target creature you control gains protection from the color of your choice until end of turn. 1UU: Armored Guardian can't be the target of spells or abilities this turn.

Artifact Mutation **IN**
R, 6RG, Instant. Destroy target artifact. It can't be regenerated. Put X 1/1 green Saproling creature tokens into play, where X is its converted mana cost.

Atogatog **OD**
R, WUBRG, Creature - Alog Legend, 5/5. Sacrifice an Alog: Atogatog gets +X/+X until end of turn, where X is the sacrificed Alog's power.

Aura Mutation **IN**
R, GW, Instant. Destroy target enchantment. Put X 1/1 green Saproling creature tokens into play, where X is its converted mana cost.

Aura Shards **IN**
U, 1GW, Enchantment. Whenever a creature comes into play under your control, you may destroy target artifact or enchantment.

Backlash **IN**
U, 1BR, Instant. Tap target untapped creature. That creature deals damage equal to its power to its controller.

Barrin's Spite **IN**
R, 2UB, Sorcery. Choose a player and two target creatures that player controls. The player chooses and sacrifices one of them. Return the other to its owner's hand.

Blazing Specter **IN**
R, 2BR, Creature - Specter, 2/2. Flying, haste. Whenever Blazing Specter deals combat damage to a player, that player discards a card from his or her hand.

Captain Sisay **IN**
R, 2GW, Creature - Legend, 2/2. **De-** Search your library for a Legend or legendary card, reveal that card, and put it into your hand. Then shuffle your library.

Captain's Maneuver **AP**
U, XRW, Instant. The next X damage that would be dealt to target creature or player this turn is dealt to another target creature or player instead.

Cauldron Dance **IN**
U, 4BR, Instant. Play Cauldron Dance only during combat. Return target creature card from your graveyard to play. That creature gains haste. Return it to your hand at end of turn. Put a creature card from your hand into play. That creature gains haste. Put it into your graveyard at end of turn.

Cavern Harpy **PS**
C, UB, Creature - Beast, 2/1. Flying. When Cavern Harpy comes into play, return a blue or black creature you control to its owner's hand. Pay 1 life. Return Cavern Harpy to its owner's hand.

Charging Troll **IN**
U, 2GW, Creature - Troll, 3/3. Attacking doesn't cause Charging Troll to tap. G: Regenerate Charging Troll.

Cinder Shade **IN**
U, 1BR, Creature - Shade, 1/1. B: Cinder Shade gets +1/+1 until end of turn. R: Sacrifice Cinder Shade: Cinder Shade deals damage equal to its power to target creature.

Cloud Cover **PS**
R, 2WU, Enchantment. Whenever another permanent you control becomes the target of a spell or ability an opponent controls, you may return that permanent to its owner's hand.

Coalition Victory **IN**
R, 3WUBRG, Sorcery. You win the game if you control a land of each basic land type and a creature of each color.

Consume Strength **AP**
C, 1BG, Instant. Target creature gets +2/+2 until end of turn. Another target creature gets -2/-2 until end of turn.

Cromat **AP**
R, WUBRG, Creature - Legend, 5/5. WB: Destroy target creature blocking or blocked by Cromat. UR: Cromat gains flying until end of turn. BG: Regenerate Cromat. RW: Cromat gets +1/+1 until end of turn. GU: Put Cromat on top of its owner's library.

Crosis, the Purger **IN**
R, 3UBR, Creature - Dragon Legend, 6/6. Flying. Whenever Crosis, the Purger deals combat damage to a player, you may pay 2B. If you do, choose a color. That player reveals his or her hand and discards all cards of that color from it.

Crosis's Charm **PS**
U, UBR, Instant. Choose one - Return target permanent to its owner's hand; or destroy target nonblack creature, and it can't be regenerated; or destroy target artifact.

Darigaz, the Igniter **IN**
R, 3BRG, Creature - Dragon Legend, 6/6. Flying. Whenever Darigaz, the Igniter deals combat damage to a player, you may pay 2R. If you do, choose a color. That player reveals his or her hand and Darigaz deals X damage to him or her, where X is the number of cards revealed of that color.

Darigaaz's Charm PS
U, BRG, Instant. Choose one - Return target creature card from your graveyard to your hand; or Darigaaz's Charm deals 3 damage to target creature or player; or target creature gets +3/+3 until end of turn.

Darling Leap PS
C, 1WU, Instant. Target creature gets +1/+1 and gains flying and first strike until end of turn.

Death Grasp AP
R, XWB, Sorcery. Death Grasp deals X damage to target creature or player. You gain X life.

Death Mutation AP
U, BGG, Sorcery. Destroy target nonblack creature. It can't be regenerated. Put X 1/1 green Saproling creature tokens into play, where X is converted mana cost.

Decimate OD
R, 2RG, Sorcery. Destroy target artifact, target creature, target enchantment, and target land.

Destructive Flow PS
R, BRG, Enchantment. At the beginning of each player's upkeep, that player sacrifices a nonbasic land.

Doomsday Specter PS
R, 2UB, Creature - Specter, 2/3. Flying. When Doomsday Specter comes into play, return a blue or black creature you control to its owner's hand. Whenever Doomsday Specter deals combat damage to a player, look at that player's hand and choose a card from it. The player discards that card.

Drainu's Crusade PS
R, 1BR, Enchantment. All Goblins get +1/+1, are black, and are Zombies in addition to their creature types.

Dromar, the Banisher IN
R, 3WUB, Creature - Dragon Legend, 6/6. Flying. Whenever Dromar, the Banisher deals combat damage to a player, you may put 2U. If you do, choose a color. Return all creatures of that color to their owners' hands.

Dromar's Charm PS
U, WUB, Instant. Choose one - You gain 5 life; or counter target spell; or target creature gets -2/-2 until end of turn.

Dueling Grounds IN
R, 1GW, Enchantment. No more than one creature may attack each turn. No more than one creature may block each turn.

Ebony Treefolk AP
U, 1BG, Creature - Treefolk, 3/3. BG. Ebony Treefolk gets +1/+1 until end of turn.

Eladamri's Call PS
R, GW, Instant. Search your library for a creature card, reveal that card, and put it into your hand. Then shuffle your library.

Ertai, the Corrupted PS
R, 2WUB, Creature - Wizard Legend, 3/4. U. ☞ Sacrifice a creature or enchantment: Counter target spell.

Fervent Charge AP
R, 1WBR, Enchantment. Whenever a creature you control attacks, it gets +2/+2 until end of turn.

Fires of Yavimaya IN
U, 1RG, Enchantment. Creatures you control have haste. Sacrifice Fires of Yavimaya: Target creature gets +2/+2 until end of turn.

Fleetfoot Panther PS
U, 1GW, Creature - Cat, 3/4. You may play Fleetfoot Panther any time you could play an instant. When Fleetfoot Panther comes into play, return a green or white creature you control to its owner's hand.

Flowstone Charger AP
U, 2RW, Creature - Beast, 2/5. Whenever Flowstone Charger attacks, it gets +3/+3 until end of turn.

Frenzied Tilling IN
C, 3RG, Sorcery. Destroy target land. Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Fungal Shambler AP
R, 4GUB, Creature - Beast, 6/4. Trample. Whenever Fungal Shambler deals damage to an opponent, you draw a card and that opponent discards a card from his or her hand.

Gaea's Skyfolk AP
C, GW, Creature - Elf Merfolk, 2/2. Flying.

Galina's Knight IN
C, WU, Creature - Merfolk Knight, 2/2. Protection from red.

Gerrard's Command PS
C, GW, Instant. Untap target creature. It gets +3/+3 until end of turn.

Gerrard's Verdict AP
U, WB, Sorcery. Target player discards two cards from his or her hand. You gain 3 life for each land card discarded this way.

Goblin Legionnaire AP
C, RW, Creature - Goblin Soldier, 2/2. R. Sacrifice Goblin Legionnaire: Goblin Legionnaire deals 2 damage to target creature or player. W. Sacrifice Goblin Legionnaire: Prevent the next 2 damage that would be dealt to target creature or player this turn.

Goblin Trenches AP
R, 1RW, Enchantment, 2. Sacrifice a land: Put two 1/1 red and white Goblin Soldier creature tokens into play.

Guided Passage AP
R, URG, Sorcery. Reveal the cards in your library. An opponent chooses from among them a creature card, a land card, and a noncreature, nonland card. You put the chosen cards into your hand. Then shuffle your library.

Hanna, Ship's Navigator IN
R, 1WU, Creature - Legend, 1/2, 1WU. ☞ Return target artifact or enchantment card from your graveyard to your hand.

Heroes' Reunion IN
U, GW, Instant. Target player gains 7 life.

Horned Cheetah IN
U, 2GW, Creature - Cat, 2/2. Whenever Horned Cheetah deals damage, you gain that much life.

Horned Kavu PS
C, RG, Creature - Kavu, 3/4. When Horned Kavu comes into play, return a red or green creature you control to its owner's hand.

Hull Breach PS
C, RG, Sorcery. Choose one - Destroy target artifact; or destroy target enchantment; or destroy target artifact and target enchantment.

Hunting Kavu IN
U, 1RG, Creature - Kavu, 2/3. 1RG. ☞ Remove from the game Hunting Kavu and target creature without flying that's attacking you.

Indescent Angel OD
R, 5WU, Creature - Angel, 4/4. Flying. Protection from all colors.

Jungle Barrier AP
U, 2GU, Creature - Wall, 2/6. When Jungle Barrier comes into play, draw a card.

Kangee, Aerie Keeper IN
R, 2WU, Creature - Legend, 2/2. Kicker 2X. Flying. When Kangee, Aerie Keeper comes into play, if you paid the kicker cost, put X feather counters on it. All Birds get +1/+1 for each feather counter on Kangee, Aerie Keeper.

Keldon Twilight PS
R, 1BR, Enchantment. At the end of each player's turn, if no creatures attacked that turn, that player sacrifices a creature he or she controlled since the beginning of the turn.

Last Stand AP
R, 1WUBRG, Sorcery. Target opponent loses 2 life for each swamp you control. Last Stand deals damage equal to the number of mountains you control to target creature. Put a 1/1 green Saproling creature token into play for each forest you control. You gain 2 life for each plains you control. Draw a card for each island you control, then discard that many cards from your hand.

Lava Zombie PS
C, 1BR, Creature - Zombie, 4/3. When Lava Zombie comes into play, return a black or red creature you control to its owner's hand. 2: Lava Zombie gets +1/+0 until end of turn.

Lightning Angel AP
R, 1RWU, Creature - Angel, 3/4. Flying; haste. Attacking doesn't cause Lightning Angel to tap.

Lithatog OD
U, 1RG, Creature - Alog, 1/2. Sacrifice an artifact: Lithatog gets +1/+1 until end of turn. Sacrifice a land: Lithatog gets +1/+1 until end of turn.

Llanowar Dead AP
C, BG, Creature - Zombie Elf, 2/2. ☞ Add 8 to your mana pool.

Llanowar Knight IN
C, GW, Creature - Elf Knight, 2/2. Protection from black.

Lobotomy IN
U, 2UB, Sorcery. Target player reveals his or her hand, then you choose a card other than a basic land card from it. Search that player's graveyard, hand, and library for all cards with the same name as the chosen card and remove them from the game. Then that player shuffles his or her library.

Malicious Advice PS
C, XUB, Instant. Tap X target artifacts, creatures, and/or lands. You lose X life.

Marsh Crocodile PS
U, 2UB, Creature - Crocodile, 4/4. When Marsh Crocodile comes into play, return a blue or black creature you control to its owner's hand. When Marsh Crocodile comes into play, each player discards a card from his or her hand.

Martyrs' Tomb AP
U, 2WB, Enchantment. Pay 2 life: Prevent the next 1 damage that would be dealt to target creature this turn.

Meddling Mage PS
R, WU, Creature - Wizard, 2/2. As Meddling Mage comes into play, name a non-land card. The named card can't be played.

Meteor Storm IN
R, RG, Enchantment, 2RG. Discard two cards at random from your hand: Meteor Storm deals 4 damage to target creature or player.

Minotaur Illusionist AP
U, 3UR, Creature - Minotaur, 3/4. 1U: Minotaur Illusionist can't be the target of spells or abilities this turn. R. Sacrifice Minotaur Illusionist: Minotaur Illusionist deals damage equal to its power to target creature.

Mystic Enforcer OD
R, 2GW, Creature - Nomad Mystic, 3/3. Protection from black. Threshold - Mystic Enforcer gets +3/+3 and has flying.

Mystic Snake AP
R, 1GUU, Creature - Snake, 2/2. You may play Mystic Snake any time you could play an instant. When Mystic Snake comes into play, counter target spell.

Natural Emergence PS
R, 2RG, Enchantment. When Natural Emergence comes into play, return a red or green enchantment you control to its owner's hand. Lands you control are 2/2 creatures with first strike. They're still lands.

Noble Panther IN
R, 1GW, Creature - Cat, 3/3. 1: Noble Panther gains first strike until end of turn.

Ordered Migration IN
U, 3WU, Sorcery. Put a 1/1 blue Bird creature token with flying into play for each basic land type among lands you control.

Overabundance IN
R, 1RG, Enchantment. Whenever a player taps a land for mana, that player adds one additional mana to his or her mana pool of the same type, and Overabundance deals 1 damage to him or her.

Overgrown Estate AP
R, BGW, Enchantment. Sacrifice a land: You gain 3 life.

Pernicious Deed AP
R, 1BG, Enchantment. X. Sacrifice Pernicious Deed: Destroy each artifact, creature, and enchantment with converted mana cost X or less.

Phantatog OD
U, 1WU, Creature - Alog, 1/2. Sacrifice an enchantment: Phantatog gets +1/+1 until end of turn. Discard a card from your hand: Phantatog gets +1/+1 until end of turn.

Phyrexian Tyranny PS
R, UBR, Enchantment. Whenever a player draws a card, that player loses 2 life unless he or she pays 2.

Plague Spores IN
C, 4BR, Sorcery. Destroy target nonblack creature and target land. They can't be regenerated.

Powerstone Minefield AP
R, 2RW, Enchantment. Whenever a creature attacks or blocks, Powerstone Minefield deals 2 damage to it.

Prophetic Bolt AP
R, 3UR, Instant. Prophetic Bolt deals 4 damage to target creature or player. Look at the top four cards of your library. Put one of those cards into your hand and the rest on the bottom of your library.

Psychatog OD
U, 1UB, Creature - Alog, 1/2. Discard a card from your hand: Psychatog gets +1/+1 until end of turn. Remove two cards in your graveyard from the game: Psychatog gets +1/+1 until end of turn.

Putrid Warrior AP
C, WB, Creature - Soldier Zombie, 2/2. Whenever Putrid Warrior deals damage, choose one each player loses 1 life; or each player gains 1 life.

Pyre Zombie IN
R, 1BR, Creature - Zombie, 2/1. At the beginning of your upkeep, if Pyre Zombie is in your graveyard, you may pay 1BB. If you do, return Pyre Zombie from your graveyard to your hand. 1RR. Sacrifice Pyre Zombie: Pyre Zombie deals 2 damage to target creature or player.

Questing Phelddagrif PS
R, 1GWU, Creature - Phelddagrif, 4/4. G. Questing Phelddagrif gets +1/+1 until end of turn. Target opponent puts a 1/1 green Hippo creature token into play. W. Questing Phelddagrif gains protection from black and from red until end of turn. Target opponent gains 2 life. If Questing Phelddagrif gains flying until end of turn. Target opponent may draw a dagger.

Quicksilver Dagger AP
C, 1UR, Enchantment. Enchanted creature has "☞ This creature deals 1 damage to target player. You draw a card."

Radiant Kavu PS
R, RGW, Creature - Kavu, 3/3. RGW: Prevent all combat damage blue creatures and black creatures would deal this turn.

Raging Kavu IN
R, 1RG, Creature - Kavu, 3/1. Haste. You may play Raging Kavu any time you could play an instant.

Razing Snidd PS
U, 4BR, Creature - Beast, 3/3. When Razing Snidd comes into play, return a black or red creature you control to its owner's hand. When Razing Snidd comes into play, each player sacrifices a land.

Razorfin Hunter AP
C, UR, Creature - Merfolk Goblin, 1/1. ☞ Razorfin Hunter deals 1 damage to target creature or player.

Reckless Assault IN
R, 2BR, Enchantment, 1. Pay 2 life: Reckless Assault deals 1 damage to target creature or player.

Recoil IN
C, 1UB, Instant. Return target permanent to its owner's hand. Then that player discards a card from his or her hand.

Reviving Vapors IN
U, 2WU, Instant. Reveal the top three cards of your library and put one of them into your hand. You gain life equal to that card's converted mana cost. Put the other cards revealed this way into your graveyard.

Riptide Crab IN
U, 1WU, Creature - Crab, 1/3. Attacking doesn't cause Riptide Crab to tap. When Riptide Crab is put into a graveyard from play, draw a card.

Rith's Attendant IN
R, 5, Artifact Creature - Golem, 3/3. 1. Sacrifice Rith's Attendant: Add RGW to your mana pool.

Rith's Charm PS
U, RGW, Instant. Choose one - Destroy target nonbasic land; or put three 1/1 green Saproling creature tokens into play; or prevent all damage a source of your choice would deal this turn.

Sabertooth Nishoba IN
R, 4GW, Creature - Beast, 5/5. Trample. Protection from blue, protection from red.

Samite Archer IN
U, 1WU, Creature - Cleric, 1/1. ☞ Prevent the next 1 damage that would be dealt to target creature or player this turn. ☞ Samite Archer deals 1 damage to target creature or player.

Sarcatog OD
U, 1BR, Creature - Alog, 1/2. Remove two cards in your graveyard from the game: Sarcatog gets +1/+1 until end of turn. Sacrifice an artifact: Sarcatog gets +1/+1 until end of turn.

Sawtooth Loon PS
C, 2WU, Creature - Bird, 2/2. Flying. When Sawtooth Loon comes into play, return a white or blue creature you control to its owner's hand. When Sawtooth Loon comes into play, draw two cards, then put two cards from your hand on the bottom of your library.

Seer's Vision IN
U, 2UB, Enchantment. All opponents play with their hands revealed. Sacrifice Seer's Vision: Look at target player's hand and choose a card from it. That player discards that card. Play this ability only any time you could play a sorcery.

Shadowmage Infiltrator OD
R, 1UB, Creature - Wizard, 1/3. Shadowmage Infiltrator can't be blocked except by artifact creatures and/or black creatures. Whenever Shadowmage Infiltrator deals combat damage to a player, you may draw a card.

Shivan Wurm PS
R, 3RG, Creature - Wurm, 7/7. Trample. When Shivan Wurm comes into play, return a red or green creature you control to its owner's hand.

Shivan Zombie IN
C, BR, Creature - Barbarian Zombie, 2/2. Protection from white.

Silver Drake PS
C, 1WU, Creature - Drake, 3/3. Flying. When Silver Drake comes into play, return a white or blue creature you control to its owner's hand.

Simon IN
U, RG, Instant. Simon deals 1 damage to each creature target opponent controls.

Sleeper's Robe IN
U, UB, Enchantment. Enchanted creature can't be blocked except by artifact creatures and/or black creatures. Whenever enchanted creature deals combat damage to an opponent, you may draw a card.

Sinking Serpent IN
U, 2UB, Creature - Serpent, 2/3. Forestwalk.

Smoldering Tar IN
U, 2BR, Enchantment. At the beginning of your upkeep, target player loses 1 life. Sacrifice Smoldering Tar: Smoldering Tar deals 4 damage to target creature. Play this ability only any time you could play a sorcery.

Soul Link AP
C, 1WB, Enchantment. Whenever enchanted creature deals damage, you gain that much life. Whenever enchanted creature is dealt damage, you gain that much life.

Sparkcaster PS
U, 2RG, Creature - Kavu, 5/3. When Sparkcaster comes into play, return a red or green creature you control to its owner's hand. When Sparkcaster comes into play, it deals 1 damage to target player.

Spinal Embrace IN
R, 3UUB, Instant. Play Spinal Embrace only during combat. Untap target creature you don't control and gain control of it. It gains haste until end of turn. At end of turn, sacrifice it. If you do, you gain life equal to its toughness.

Spiritmonger AP
R, 3BG, Creature - Beast, 6/6. Whenever Spiritmonger deals damage to a creature, put a +1/+1 counter on Spiritmonger. B. Regenerate Spiritmonger. G. Spiritmonger becomes the color of your choice until end of turn.

Squee's Embrace AP
C, RW, Enchantment. Enchanted creature gets +2/+2. When enchanted creature is put into a graveyard, return that creature card to its owner's hand.

Squee's Revenge AP
U, 1UR, Sorcery. Choose a number. Flip a coin that many times or until you lose a flip, whichever comes first. If you win all the flips, draw two cards for each flip.

Stalking Assassin IN
R, 1UB, Creature - Assassin, 1/1. 3U. ☞ Tap target creature. 3B. ☞ Destroy target tapped creature.

Steel Leaf Paladin PS
C, 4GW, Creature - Knight, 4/4. First strike. When Steel Leaf Paladin comes into play, return a green or white creature you control to its owner's hand.

Sterling Grove IN
U, GW, Enchantment. All other enchantments you control can't be the targets of spells or abilities. 1, Sacrifice Sterling Grove: Search your library for an enchantment card and reveal that card. Shuffle your library, then put the card on top of it.

Suffocating Blast AP
R, 1UUR, Instant. Counter target spell and Suffocating Blast deals 3 damage to target creature.

Teferi's Moat IN
R, 3WU, Enchantment. As Teferi's Moat comes into play, choose a color. Creatures of the chosen color without flying can't attack you.

Temporal Spring AP
C, 1GU, Sorcery. Put target permanent on top of its owner's library.

Terminate PS
C, BR, Instant. Destroy target creature. It can't be regenerated.

Thaumatog OD
U, 1GW, Creature - Alog, 1/2. Sacrifice a land: Thaumatog gets +1/+1 until end of turn. Sacrifice an enchantment: Thaumatog gets +1/+1 until end of turn.

Treva, the Renewer IN
R, 3GWU, Creature - Dragon Legend, 6/6. Flying. Whenever Treva, the Renewer deals combat damage to a player, you may pay 2W. If you do, choose a color. You gain 1 life for each permanent of that color.

Treva's Charm PS
U, GWU, Instant. Choose one - Destroy target enchantment; or remove target attacking creature from the game; or draw a card, then discard a card from your hand.

Tsabo Tavoc IN
R, 5BR, Creature - Legend, 7/4. First strike, protection from legends. 8B. ☞ Destroy target Legend. It can't be regenerated.

Undermine IN
R, UUB, Instant. Counter target spell. Its controller loses 3 life.

Urborg Drake IN
U, 1UB, Creature - Drake, 2/3. Flying. Urborg Drake attacks each turn if able.

Urza's Gullit PS
R, 2UB, Sorcery. Each player draws two cards, then discards three cards from his or her hand, then loses 4 life.

Vampiric Dragon OD
R, 6BR, Creature - Vampire Dragon, 5/5. Flying. Whenever a creature dealt damage by Vampiric Dragon this turn is put into a graveyard, put a +1/+1 counter on Vampiric Dragon. 1R: Vampiric Dragon deals 1 damage to target creature.

Vicious Kavu IN
U, 1BR, Creature - Kavu, 2/2. Whenever Vicious Kavu attacks, it gets +2/+0 until end of turn.

Vile Consumption IN
R, 1UB, Enchantment. All creatures have "At the beginning of your upkeep, sacrifice this creature unless you pay 1 life."

Vindicate AP
R, 1WB, Sorcery. Destroy target permanent.

Vodalian Zombie IN
C, UB, Creature - Merfolk Zombie, 2/2. Protection from green.

Void IN
R, 3BR, Sorcery. Choose a number. Destroy all artifacts and creatures with converted mana cost equal to that number. Then target player reveals his or her hand and discards from it all nonland cards with converted mana cost equal to the number.

Voracious Cobra IN
U, 2RG, Creature - Snake, 2/2. First strike. Whenever Voracious Cobra deals combat damage to a creature, destroy that creature.

Wings of Hope IN
C, WU, Enchantment. Enchanted creature gets +1/+3 and has flying.

Yavimaya Barbarian IN
C, RG, Creature - Barbarian Elf, 2/2. Protection from blue.

Yavimaya Kavu IN
U, 2RG, Creature - Kavu, "J". Yavimaya Kavu's power is equal to the number of red creatures in play. Yavimaya Kavu's toughness is equal to the number of green creatures in play.

Yavimaya's Embrace AP
R, 5GUU, Enchantment. You control enchanted creature. Enchanted creature gets +2/+2 and has trample.



Acorn Harvest TR
C, 3G, Sorcery. Put two 1/1 green Squirrel creature tokens into play. Flashback - 1G, Pay 3 life.

Aggressive Urge IN
C, 1BG, Instant. Target creature gets +1/+1 until end of turn. Draw a card.

Alpha Kavu PS
U, 2G, Creature - Kavu, 2/2. Target Kavu gets +1/+1 until end of turn.

Amphibious Kavu PS
C, 2G, Creature - Kavu, 2/2. Whenever Amphibious Kavu blocks or becomes blocked by one or more blue and/or black creatures, Amphibious Kavu gets +3/+3 until end of turn.

Ana Disciple AP
C, G, Creature - Wizard, 1/1. U. ☞ Target creature gains flying until end of turn. B. ☞ Target creature gets -2/-0 until end of turn.

Ana Sanctuary AP
U, 2G, Enchantment. At the beginning of your upkeep, if you control a blue or black permanent, target creature gets +1/+1 until end of turn. If you control a blue permanent and a black permanent, that creature gets +5/+5 until end of turn instead.

Anaconda 7th
U, 3G, Creature - Snake, 3/3. Swampwalk.

Anavolver AP
R, 3G, Creature - Volver, 3/3. Kicker 1U and/or B. If you paid the 1U kicker cost, Anavolver comes into play with two +1/+1 counters on it and with flying. If you paid the B kicker cost, Anavolver comes into play with a +1/+1 counter on it and with "Pay 3 life: Regenerate Anavolver."

Ancient Silverback 7th
R, 4GG, Creature - Ape, 6/5. G. Regenerate Ancient Silverback.

Anurid Scavenger TR
U, 2G, Creature - Beast, 3/3. Protection from black. At the beginning of your upkeep, sacrifice Anurid Scavenger unless you put a card from your graveyard on the bottom of your library.

Arrogant Wurm TR
U, 3GG, Creature - Wurm, 4/4. Trample. Madness 2G.

Basking Rootwalla TR
C, G, Creature - Lizard, 1/1. 1G: Basking Rootwalla gets +2/+2 until end of turn. Play this ability only once each turn. Madness 0.

Bearscape OD
R, 1GG, Enchantment. 1G: Remove two cards in your graveyard from the game: Put a 2/2 green Bear creature token into play.

Beast Attack OD
U, 2GG, Instant. Put a 4/4 green Beast creature token into play. Flashback 2GGG.

Bind IN
R, 1G, Instant. Counter target activated ability. Draw a card.

Birds of Paradise 7th U, 6, Creature - Bird, 0/1. Flying. ➤ Add one mana of any color to your mana pool.	Elvish Lyrst 7th U, 6, Creature - Elf, 1/1. G. ➤ Sacrifice Elvish Lyrst: Destroy target enchantment.	Insist TR R, 6, Sorcery. The next creature spell you play this turn can't be countered by spells or abilities. Draw a card.	Mirrorwood Treefolk PS U, 3G, Creature - Treefolk, 2/4. 2RW. The next time damage would be dealt to Mirrorwood Treefolk this turn, that damage is dealt to target creature or player instead.	Penumbra Kavu AP U, 4G, Creature - Kavu, 3/3. When Penumbra Kavu is put into a graveyard from play, put a 3/3 black Kavu creature token into play.	Root Greevil PS C, 3G, Creature - Beast, 2/3. 2G. ➤ Sacrifice Root Greevil: Destroy all enchantments of the color of your choice.
Blanchwood Armor 7th U, 2G, Enchantment - Enchantment. Enchanted creature gets +1/+1 for each forest you control.	Elvish Piper 7th R, 3G, Creature - Elf, 1/1. G. ➤ Put a creature card from your hand into play.	Invigorating Falls TR C, 2GG, Sorcery. You gain life equal to the number of creature cards in all graveyards.	Molimo, Maro-Sorcerer IN R, 4GGG, Creature - Legend, 7/*. Trample. Molimo, Maro-Sorcerer's power and toughness are each equal to the number of lands you control.	Penumbra Wurm AP R, 5GG, Creature - Wurm, 6/6. Trample. When Penumbra Wurm is put into a graveyard from play, put a 6/6 black Wurm creature token with trample into play.	Rooting Kavu IN U, 2GG, Creature - Kavu, 4/3. When Rooting Kavu is put into a graveyard from play, you may remove Rooting Kavu from the game. If you do, shuffle all creature cards from your graveyard into your library.
Blurred Mongoose IN R, 1G, Creature - Mongoose, 2/1. Blurred Mongoose can't be countered. Blurred Mongoose can't be the target of spells or abilities.	Explosive Growth IN C, G, Instant. Kicker 5. Target creature gets +2/+2 until end of turn. If you paid the kicker cost, that creature gets +5/+5 until end of turn instead.	Ivy Elemental OD R, XG, Creature - Elemental, 0/0. Ivy Elemental comes into play with X +1/+1 counters on it.	Moment's Peace OD C, 1G, Instant. Prevent all combat damage that would be dealt this turn. Flashback 2G.	Pincer Spider IN C, 2G, Creature - Spider, 2/3. Kicker 3. Pincer Spider may block as though it had flying. If you paid the kicker cost, Pincer Spider comes into play with a +1/+1 counter on it.	Rowen 7th R, 2GG, Enchantment. Reveal the first card you draw each turn. Whenever you reveal a basic land card this way, draw a card.
Bog Gnarr AP C, 4G, Creature - Beast, 2/2. Whenever a player plays a black spell, Bog Gnarr gets +2/+2 until end of turn.	Falling Timber PS C, 2G, Instant. Kicker - Sacrifice a land. Prevent all combat damage target creature would deal this turn. If you paid the kicker cost, prevent all combat damage another target creature would deal this turn.	Jade Leech IN R, 2GG, Creature - Leech, 5/5. Green spells you play cost G more to play.	Monstrous Growth 7th C, 1G, Sorcery. Target creature gets +4/+4 until end of turn.	Piper's Melody OD U, G, Sorcery. Shuffle any number of target creature cards from your graveyard into your library.	Saproling Infestation IN U, 1G, Enchantment. Whenever a player pays a kicker cost, you put a 1/1 green Saproling creature token into play.
Bull Hippo 7th U, 3G, Creature - Hippo, 3/3. Islandwalk.	Familiar Ground 7th U, 2G, Enchantment. Each creature you control can't be blocked by more than one creature.	Kavu Climber IN C, 3GG, Creature - Kavu, 3/3. When Kavu Climber comes into play, draw a card.	Multani's Harmony PS U, G, Enchant Creature. Enchanted creature has ➤: Add one mana of any color to your mana pool.	Planeswalker's Favor PS R, 2G, Enchantment, 3G. Target opponent reveals a card at random in his or her hand. Target creature gets +X/+X until end of turn, where X is the revealed card's converted mana cost.	Saproling Symbiosis IN R, 3G, Sorcery. You may play Saproling Symbiosis any time you could play a 1/1 that you pay 2 more to play. Put a 1/1 green Saproling creature token into play for each creature you control.
Call of the Herd OD R, 2G, Sorcery. Put a 3/3 green Elephant creature token into play. Flashback 3G.	Far Wanderings TR C, 2G, Sorcery. Search your library for a basic land card and put that card into play instead. Then shuffle your library. Threshold - Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library.	Kavu Howler AP U, 4GG, Creature - Kavu, 4/5. When Kavu Howler comes into play, reveal the top four cards of your library. Put all Kavu cards revealed this way into your hand and the rest on the bottom of your library.	Muscle Burst OD C, 1G, Instant. Target creature gets +X/+X until end of turn, where X is 3 plus the number of cards named Muscle Burst in all graveyards.	Possessed Centaur TR R, 2GG, Creature - Centaur Horror, 3/3. Trample. Threshold - Possessed Centaur gets +1/+1, is black, and has "2B. ➤ Destroy target green creature."	Savage Gorilla AP C, 4G, Creature - Ape, 3/3. UB. ➤ Sacrifice Savage Gorilla: Target creature gets 3-/3- until end of turn. Draw a card.
Canopy Spider 7th U, 1G, Creature - Spider, 1/3. Canopy Spider may block as though it had flying.	Femeref Archers 7th U, 2G, Creature - Soldier, 2/2. ➤ Femeref Archers deals 4 damage to target attacking creature with flying.	Kavu Lair IN R, 2G, Enchantment. Whenever a creature with power 4 or greater comes into play, its controller draws a card.	Nantuko Blightcutter TR R, 2G, Creature - Insect Druid, 2/2. Protection from black. Threshold - Nantuko Blightcutter gets +1/+1 for each black permanent your opponents control.	Pride of Lions 7th U, 3GG, Creature - Cat, 4/4. You may have Pride of Lions deal its combat damage to defending player as though it weren't blocked.	Scavenger Folk 7th U, G, Creature - Scavenger, 1/1. G. ➤ Sacrifice Scavenger Folk: Destroy target artifact.
Canopy Surge IN U, 1G, Sorcery. Kicker 2. Canopy Surge deals 1 damage to each creature with flying and each player. If you paid the kicker cost, Canopy Surge deals 4 damage to each creature with flying and each player instead.	Fertile Ground IN C, 1G, Enchant Land. Whenever enchanted land is tapped for mana, its controller adds one mana of any color to his or her mana pool.	Kavu Mauler AP R, 4GG, Creature - Kavu, 4/4. Trample. Whenever Kavu Mauler attacks, it gets +1/+1 until end of turn for each other attacking Kavu.	Nantuko Calmer TR C, 2GG, Creature - Insect Druid, 2/3. G. ➤ Sacrifice Nantuko Calmer: Destroy target enchantment. Threshold - Nantuko Calmer gets +1/+1.	Primal Frenzy OD C, G, Enchant Creature. Enchanted creature has trample.	Scouting Trek IN U, 1G, Sorcery. Search your library for any number of basic land cards. Reveal those cards, then shuffle your library and put them on top of it.
Cartographer OD C, 2G, Creature - Townsfolk, 2/2. When Cartographer comes into play, you may return target land card from your graveyard to your hand.	Fog 7th C, G, Instant. Prevent all combat damage that would be dealt this turn.	Kavu Titan IN R, 1G, Creature - Kavu, 2/2. Kicker 2G. If you paid the kicker cost, Kavu Titan comes into play with three +1/+1 counters on it and with trample.	Nantuko Disciple OD C, 3G, Creature - Insect Druid, 2/2. G. ➤ Target creature gets +2/+2 until end of turn.	Primordial Growth PS C, 2G, Sorcery. Kicker - Sacrifice a creature. Search your library for a basic land card, put that card into play, then shuffle your library. If you paid the kicker cost, instead search your library for two basic land cards, put them into play, then shuffle your library.	Seeker of Skybreak 7th U, 1G, Creature - Elf, 2/1. ➤ Untap target creature.
Centaur Chieftain TR U, 3G, Creature - Centaur, 3/3. Haste. Threshold - When Centaur Chieftain comes into play, creatures you control get +1/+1 and gain trample until end of turn.	Gaea's Balance AP C, 3G, Sorcery. As an additional cost to play Gaea's Balance, sacrifice five lands. Search your library for a land card of each basic land type and put them into play. Then shuffle your library.	Krosan Archer OD C, 3G, Creature - Centaur, 2/3. Krosan Archer may block as though it had flying. G, Discard a card from your hand. Krosan Archer gets +0/+2 until end of turn.	Nantuko Cultivator TR R, 3G, Creature - Insect Druid, 2/2. When Nantuko Cultivator comes into play, you may discard any number of land cards from your hand. Put that many +1/+1 counters on Nantuko Cultivator and draw that many cards.	Pulse of Llanowar IN U, 3G, Enchantment. If a basic land you control is tapped for mana, it produces mana of any one color instead of its normal type.	Serpentine Kavu IN C, 4G, Creature - Kavu, 4/4. R: Serpentine Kavu gains haste until end of turn.
Centaur Veteran TR C, 5G, Creature - Centaur, 3/3. Trample. G, Discard a card from your hand. Regenerate Centaur Veteran.	Gaea's Herald PS R, 1G, Creature - Elf, 1/1. Creature spells can't be countered by spells or abilities.	Krosan Avenger OD C, 2G, Creature - Druid, 3/1. Trample. Threshold - 1G: Regenerate Krosan Avenger.	Nantuko Mentor OD R, 2G, Creature - Insect Druid, 1/1. 2G. ➤ Target creature gets +X/+X until end of turn, where X is that creature's power.	Pygmy Kavu PS C, 3G, Creature - Kavu, 1/2. When Pygmy Kavu comes into play, draw a card for each black creature your opponents control.	Seton's Desire OD C, 2G, Enchant Creature. Enchanted creature gets +2/+2. Threshold - All creatures able to block enchanted creature do so.
Chatter of the Squirrel OD C, G, Sorcery. Put a 1/1 green Squirrel creature token into play. Flashback 1G.	Gaea's Might PS C, G, Instant. Target creature gets +1/+1 until end of turn for each basic land type among lands you control.	Krosan Beast OD R, 3G, Creature - Squirrel Beast, 1/1. Threshold - Krosan Beast gets +7/+7.	Nantuko Shrine OD R, 1GG, Enchantment. Whenever a player plays a spell, that player puts X 1/1 green Squirrel creature tokens into play, where X is the number of cards in all graveyards with the same name as that spell.	Quirion Dryad PS R, 1G, Creature - Dryad, 1/1. Whenever you play a white, blue, black, or red spell, put a +1/+1 counter on Quirion Dryad.	Seton's Scout TR U, 1G, Creature - Centaur Druid, 2/1. Seton's Scout may block as though it had flying. Threshold - Seton's Scout gets +2/+2.
Chlorophant OD R, 6GG, Creature - Elemental, 1/1. At the beginning of your upkeep, you may put a +1/+1 counter on Chlorophant. Threshold - At the beginning of your upkeep, you may put another +1/+1 counter on Chlorophant.	Gang of Elk 7th U, 5G, Creature - Beast, 5/4. Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.	Krosan Constrictor TR C, 3G, Creature - Snake, 2/2. Swampwalk. ➤ Target black creature gets -2/-0 until end of turn.	Narcissism TR U, 2G, Enchantment. G, Discard a card from your hand. Target creature gets -2/-2 until end of turn. G, Sacrifice Narcissism: Target creature gets +2/+2 until end of turn.	Quirion Explorer PS C, 1G, Creature - Elf, 1/1. ➤ Add to your mana pool one mana of any color that a land an opponent controls could produce.	Shanodin Dryads 7th C, G, Creature - Dryad, 1/1. Forestwalk.
Compost 7th U, 1G, Enchantment. Whenever a black card is put into an opponent's graveyard, you may draw a card.	Giant Growth 7th C, G, Instant. Target creature gets +3/+3 until end of turn.	Krosan Restorer TR C, 2G, Creature - Druid, 1/2. ➤ Untap target land. Threshold - ➤ Untap up to three target lands.	Nature's Resurgence 7th R, 2GG, Sorcery. Each player draws a card for each creature card in his or her graveyard.	Quirion Sentinel IN C, 1G, Creature - Elf, 2/1. When Quirion Sentinel comes into play, add one mana of any color to your mana pool.	Simplify OD C, G, Sorcery. Each player sacrifices an enchantment.
Crashing Centaur OD U, 4GG, Creature - Centaur, 3/4. G, Discard a card from your hand: Crashing Centaur gains trample until end of turn. Threshold - Crashing Centaur gets +2/+2 and can't be the target of spells or abilities.	Giant Spider 7th C, 3G, Creature - Spider, 2/4. Giant Spider may block as though it had flying.	Lay of the Land AP C, G, Sorcery. Search your library for a basic land card, reveal that card, and put it into your hand. Then shuffle your library.	Nature's Revolt 7th R, 3GG, Enchantment. All lands are 2/2 creatures that are still lands.	Quirion Trailblazer IN C, 3G, Creature - Elf, 1/2. When Quirion Trailblazer comes into play, you may search your library for a basic land card and put that card into play tapped. If you do, shuffle your library.	Skyshooter OD U, 1G, Creature - Centaur, 1/2. Skyshooter may block as though it had flying. ➤ Sacrifice Skyshooter: Destroy target attacking or blocking creature with flying.
Crashing Centaur OD U, 4GG, Creature - Centaur, 3/4. G, Discard a card from your hand: Crashing Centaur gains trample until end of turn. Threshold - Crashing Centaur gets +2/+2 and can't be the target of spells or abilities.	Glade Gnarr AP C, 5G, Creature - Beast, 4/4. Whenever a player plays a blue spell, Glade Gnarr gets +2/+2 until end of turn.	Leaf Dancer OD C, 1GG, Creature - Centaur, 2/2. Forestwalk.	Nemata Grove Guardian PS R, 4GG, Creature - Treefolk Legend, 4/5. 2G: Put a 1/1 green Saproling creature token into play. Sacrifice a Saproling. All Saprolings get +1/+1 until end of turn.	Rabid Elephant OD C, 4G, Creature - Elephant, 3/4. Whenever Rabid Elephant becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.	Spellbane Centaur OD R, 2G, Creature - Centaur, 3/2. Creatures you control can't be the targets of blue spells or abilities from blue sources.
Creeping Mold 7th U, 2GG, Sorcery. Destroy target artifact, enchantment, or land.	Glade Gnarr AP C, 5G, Creature - Beast, 4/4. Whenever a player plays a blue spell, Glade Gnarr gets +2/+2 until end of turn.	Llanowar Cavalry IN C, 2G, Creature - Soldier, 1/4. W: Attack doesn't cause Llanowar Cavalry to tap this turn.	New Frontiers OD R, XG, Sorcery. Each player may search his or her library for up to X basic land cards and put them into play tapped. Then each player who searched his or her library this way shuffles it.	Refresh OD C, 2G, Instant. Regenerate target creature. Draw a card.	Spined Wurm 7th C, 4G, Creature - Wurm, 5/4.
Deep Reconnaissance OD U, 2G, Sorcery. Search your library for a basic land card and put that card into play tapped. Then shuffle your library. Flashback 4G.	Grizzly Bears 7th C, 1G, Creature - Bear, 2/2.	Llanowar Vanguard IN C, 2G, Creature - Dryad, 1/1. ➤ Llanowar Vanguard gets +0/+4 until end of turn.	Nimble Mongoose OD U, G, Creature - Mongoose, 1/1. Nimble Mongoose can't be the target of spells or abilities. Threshold - Nimble Mongoose gets +2/+2.	Rampant Growth 7th C, 1G, Sorcery. Search your library for a basic land card and put that card into play tapped. Then shuffle your library.	Squirrel Mob OD R, 1GG, Creature - Squirrel, 2/2. Squirrel Mob gets +1/+1 for each other Squirrel in play.
Diligent Farmland OD C, G, Creature - Druid, 1/1. 1G. Sacrifice Diligent Farmland: Search your library for a basic land card and put that card into play tapped. Then shuffle your library. If Diligent Farmland is in a graveyard, Muscle Burst's effect counts it as a card named Muscle Burst.	Ground Seal OD R, 1G, Enchantment. When Ground Seal comes into play, draw a card. Cards in graveyards can't be the targets of spells or abilities.	Lone Wolf 7th C, 2G, Creature - Wolf, 2/2. You may have Lone Wolf deal its combat damage to defending player as though it weren't blocked.	Nomadic Elf IN C, 1G, Creature - Elf, 2/2. 1G: Add one mana of any color to your mana pool.	Reclaim 7th C, G, Instant. Put target card from your graveyard on top of your library.	Squirrel Nest OD U, 1GG, Enchant Land. Enchanted land has ➤: Put a 1/1 green Squirrel creature token into play.
Druid Lyrst OD C, G, Creature - Druid, 1/1. G. ➤ Sacrifice Druid Lyrst: Destroy target enchantment.	Harrow IN C, 2G, Instant. As an additional cost to play Harrow, sacrifice a land. Search your library for up to two basic land cards and put them into play. Then shuffle your library.	Lure 7th U, 1GG, Enchant Creature. All creatures able to block enchanted creature do so.	Nostalgic Dreams TR R, GG, Sorcery. As an additional cost to play Nostalgic Dreams, discard X cards from your hand. Return X target cards from your graveyard to your hand. Remove Nostalgic Dreams from the game.	Regeneration 7th C, 1G, Enchant Creature. G: Regenerate enchanted creature.	Stone Kavu PS C, 4G, Creature - Kavu, 3/3. R: Stone Kavu gets +1/+0 until end of turn. W: Stone Kavu gets +0/+1 until end of turn.
Druid's Call OD U, 1G, Enchant Creature. Whenever enchanted creature is dealt damage, its controller puts that many 1/1 green Squirrel creature tokens into play.	Holistic Wisdom OD R, 1GG, Enchantment. 2. Remove a card in your hand from the game: Return target card from your graveyard to your hand if it shares a type with the card removed this way.	Magnifoht Treefolk PS R, 4G, Creature - Treefolk, 2/6. For each basic land type among lands you control, Magnifoht Treefolk has landwalk of that type.	Not Collector OD R, 5G, Creature - Druid, 1/1. At the beginning of your upkeep, you may put a 1/1 green Squirrel creature token into play. Threshold - All Squirrels get +2/+2.	Restock IN R, 3GG, Sorcery. Return two target cards from your graveyard to your hand. Remove Restock from the game.	Stone-Tongue Basilisk OD R, 4GGG, Creature - Basilisk, 4/5. Whenever Stone-Tongue Basilisk deals combat damage to a creature, destroy that creature at end of combat. Threshold - All creatures able to block Stone-Tongue Basilisk do so.
Effhame Sanctuary IN U, 1G, Enchantment. At the beginning of your upkeep, you may search your library for a basic land card, reveal that card, and put it into your hand. If you do, skip your draw step this turn and shuffle your library.	Howling Gale OD U, 1G, Instant. Howling Gale deals 1 damage to each creature with flying and each player. Flashback 1G.	Metamorphic Wurm OD U, 3GG, Creature - Elephant Wurm, 3/3. Threshold - Metamorphic Wurm gets +4/+4.	Overrun OD U, 2GGG, Sorcery. Creatures you control get +3/+3 and gain trample until end of turn.	Rites of Spring OD C, 1G, Sorcery. Discard any number of cards from your hand. Search your library for that many basic land cards, reveal those cards, and put them into your hand. Then shuffle your library.	Stream of Life 7th C, 1G, Sorcery. Target player gains X life.
Elvish Archers 7th R, 1G, Creature - Elf, 2/1. First strike.	Hurricane 7th R, XG, Sorcery. Hurricane deals X damage to each creature with flying and each player.	Might of Oaks 7th R, 3G, Instant. Target creature gets +7/+7 until end of turn.	Parallel Evolution TR R, 3GG, Sorcery. For each creature token in play, its controller puts a creature token into play that's a copy of that creature. Flashback 4GGG.	Roar of the Wurm OD U, 6G, Sorcery. Put a 6/6 green Wurm creature token into play. Flashback 3G.	Strength of Night AP C, 2G, Instant. Kicker B. Creatures you control get +1/+1 until end of turn. If you paid the kicker cost, Zombies you control get an additional +2/+2 until end of turn.
Elvish Champion 7th/IN R, 1GG, Creature - Lord, 2/2. All Elves get +1/+1 and have forestwalk.		Might Weaver IN U, 1G, Creature - Wizard, 2/1. 2: Target red or white creature gains trample until end of turn.	Penumbra Bobcat AP C, 2G, Creature - Cat, 2/1. When Penumbra Bobcat is put into a graveyard from play, put a 2/1 black Cat creature token into play.		

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Sulam Djinn

U, 5G, Creature - Djinn, 6/6. Trample. Sulam Djinn gets -2/-2 as long as green is the most common color among all permanents or is tied for most common.

Sylvan Messenger

U, 3G, Creature - Elf, 2/2. Trample. When Sylvan Messenger comes into play, reveal the top four cards of your library. Put all Elf cards revealed this way into your hand and the rest on the bottom of your library.

Sylvan Might

U, 1G, Instant. Target creature gets +2/+2 and gains trample until end of turn. Flashback 2GG.

Symbiotic Deployment

R, 2G, Enchantment. Skip your draw step. 1, 2, Two untapped creatures your control. Draw a card.

Tangle

U, 1G, Instant. Prevent all combat damage that would be dealt this turn. Attacking creatures don't untap during their controllers' next untap steps.

Terravore

R, 1GG, Creature - Lhurgoyf, */*. Trample. Terravore's power and toughness are each equal to the number of land cards in all graveyards.

Thicket Elemental

R, 3GG, Creature - Elemental, 4/4. Kicker 1G. When Thicket Elemental comes into play, if you paid the kicker cost, you may reveal cards from the top of your library until you reveal a creature card. If you do, put that card into play and shuffle all other cards revealed this way into your library.

Thorn Elemental

R, 5GG, Creature - Elemental, 7/7. You may have Thorn Elemental deal its combat damage to defending player as though it weren't blocked.

Thornscape Apprentice

C, G, Creature - Wizard, 1/1, W. Tap target creature. R: Tap creature gains first strike until end of turn.

Thornscape Battlemage

U, 2G, Creature - Wizard, 2/2. Kicker R and/or W. When Thornscape Battlemage comes into play, if you paid the R kicker cost, Thornscape Battlemage deals 2 damage to target creature or player. When Thornscape Battlemage comes into play, if you paid the W kicker cost, destroy target artifact.

Thornscape Familiar

C, 1G, Creature - Insect, 2/1. Red spells and white spells you play cost 1 less to play.

Thornscape Master

R, 2GG, Creature - Wizard, 2/2. RR: Thornscape Master deals 2 damage to target creature. WW: Target creature gains protection from the color of your choice until end of turn.

Thoughttiteech

U, 6G, Enchantment. Whenever an island an opponent controls becomes tapped, you may gain 1 life.

Trained Armodon

C, 1GG, Creature - Elephant, 3/3

Tranquil Path

C, 4G, Sorcery. Destroy all enchantments. Draw a card.

Tranquility

C, 2G, Sorcery. Destroy all enchantments.

Treefolk Healer

U, 4G, Creature - Treefolk, 2/3. 2W: Prevent the next 2 damage that would be dealt to target creature or player this turn.

Treefolk Seedlings

U, 2G, Creature - Treefolk, 2/*. Treefolk Seedlings's toughness is equal to the number of forests you control.

Twigwalker

U, 2G, Creature - Insect, 2/2. 1G, Sacrifice Twigwalker. Two target creatures each get +2/+2 until end of turn.

Uktabi Wildcats

R, 4G, Creature - Cat, */*. Uktabi Wildcat's power and toughness are each equal to the number of forests you control. G, Sacrifice a forest. Regenerate Uktabi Wildcat.

Untamed Wilds

U, 2G, Sorcery. Search your library for a basic land card and put that card into play. Then shuffle your library.

Urborg Elf

C, 1G, Creature - Elf, 1/1. Add G, U, or B to your mana pool.

Utopia Tree

R, 1G, Creature - Plant, 0/2. Add one mana of any color to your mana pool.

Verdant Succession

R, 4G, Enchantment. Whenever a green nontoken creature is put into a graveyard from play, that creature's controller may sacrifice this or her library for a card with the same name as that creature and put it into play. If that player does, he or she then shuffles his or her library.

Verdeloth the Ancient

R, 4GG, Creature - Treefolk Legend, 4/7. Kicker X. All other Treefolk and all Saprolings get +1/+1. When Verdeloth the Ancient comes into play, if you paid the kicker cost, put X 1/1 green Saproling creature tokens into play.

Verduran Emissary

U, 2G, Creature - Wizard, 2/3. Kicker 1R. When Verduran Emissary comes into play, if you paid the kicker cost, destroy target artifact. It can't be regenerated.

Verduran Enchantress

R, 1GG, Creature - Druid, 0/2. Whenever you play an enchantment spell, you may draw a card.

Vernal Bloom

R, 3G, Enchantment. Whenever a forest is tapped for mana, its controller adds G to his or her mana pool.

Vigorous Charge

C, G, Instant. Kicker W. Target creature gains trample until end of turn. Whenever that creature deals combat damage this turn, if you paid the kicker cost, you gain life equal to that damage.

Vivify

U, 2G, Instant. Target land becomes a 3/3 creature until end of turn. It's still a land. Draw a card.

Wallop

U, 1G, Sorcery. Destroy target blue or black creature with flying.

Wandering Stream

C, 2G, Sorcery. You gain 2 life for each basic land type among lands you control.

Werebear

U, 1G, Creature - Druid Bear, 1/1. Add G to your mana pool. Threshold - Werebear gets +3/+3.

Whip Silk

C, G, Enchant Creature. Enchanted creature may block as though it had flying. G: Return Whip Silk to its owner's hand.

Wild Growth

C, G, Enchant Land. Whenever enchanted land is tapped for mana, its controller adds G to his or her mana pool.

Wild Mongrel

C, 1G, Creature - Hound, 2/2. Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.

Wing Snare

U, 2G, Sorcery. Destroy target creature with flying.

Wood Elves

C, 2G, Creature - Elf, 1/1. When Wood Elves comes into play, search your library for a forest card and put that card into play. Then shuffle your library.

Woodland Druid

C, G, Creature - Druid, 1/2

Yavimaya Enchantress

U, 2G, Creature - Druid, 2/2. Yavimaya Enchantress gets +1/+1 for each enchantment in play.

Zoologist

R, 3G, Creature - Druid, 1/2. 3G: Reveal the top card of your library. If it's a creature card, put it into play. Otherwise, put it into your graveyard.



Abandoned Outpost

C, Land. Abandoned Outpost comes into play tapped. Add W to your mana pool. Sacrifice Abandoned Outpost: Add one mana of any color to your mana pool.

Adarkar Wastes

R, Land. Add one colorless mana to your mana pool. Add W or U to your mana pool. Adarkar Wastes deals 1 damage to you.

Ancient Spring

C, Land. Ancient Spring comes into play tapped. Add U to your mana pool. Sacrifice Ancient Spring: Add WB to your mana pool.

Archaeological Dig

U, Land. Add one colorless mana to your mana pool. Sacrifice Archaeological Dig: Add one mana of any color to your mana pool.

Barbarian Ring

U, Land. Add R to your mana pool. Barbarian Ring deals 1 damage to you. Threshold - R: Sacrifice Barbarian Ring: Barbarian Ring deals 2 damage to target creature or player.

Battlefield Forge

R, Land. Add one colorless mana to your mana pool. Add R or W to your mana pool. Battlefield Forge deals 1 damage to you.

Bog Wreckage

C, Land. Bog Wreckage comes into play tapped. Add B to your mana pool. Sacrifice Bog Wreckage: Add one mana of any color to your mana pool.

Brushland

R, Land. Add one colorless mana to your mana pool. Add G or W to your mana pool. Brushland deals 1 damage to you.

Cabal Coffers

U, Land. Add B to your mana pool for each swamp you control.

Cabal Pit

U, Land. Add B to your mana pool. Cabal Pit deals 1 damage to you. Threshold - B: Sacrifice Cabal Pit: Target creature gets -2/-2 until end of turn.

Caves of Koilos

R, Land. Add one colorless mana to your mana pool. Add W or B to your mana pool. Caves of Koilos deals 1 damage to you.

Centaur Garden

U, Land. Add G to your mana pool. Centaur Garden deals 1 damage to you. Threshold - G: Sacrifice Centaur Garden: Target creature gets +3/+3 until end of turn.

Cephalid Coliseum

U, Land. Add U to your mana pool. Cephalid Coliseum deals 1 damage to you. Threshold - U: Sacrifice Cephalid Coliseum: Target player draws three cards, then discards three cards from his or her hand.

City of Brass

R, Land. Whenever City of Brass becomes tapped, it deals 1 damage to you. Add one mana of any color to your mana pool.

Coastal Tower

U, Land. Coastal Tower comes into play tapped. Add W or U to your mana pool.

Cross's Catacombs

U, Land. Cross's Catacombs is a Lair in addition to its land type. When Cross's Catacombs comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand. Add U, B, or R to your mana pool.

Crystal Quarry

R, Land. Add one colorless mana to your mana pool. 5: Add WUBRG to your mana pool.

Darigaaz's Caldera

U, Land. Darigaaz's Caldera is a Lair in addition to its land type. When Darigaaz's Caldera comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand. Add B, R, or G to your mana pool.

Darkwater Catacombs

R, Land. Add UB to your mana pool.

Deserted Temple

R, Land. Add one colorless mana to your mana pool. 1: Untap target land.

Dromar's Cavern

U, Land. Dromar's Cavern is a Lair in addition to its land type. When Dromar's Cavern comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand. Add W, U, or B to your mana pool.

Elfhame Palace

U, Land. Elfhame Palace comes into play tapped. Add G or W to your mana pool.

Forest

L, Land. G

Forsaken City

R, Land. Forsaken City doesn't untap during your untap step. At the beginning of your upkeep, you may remove a card in your hand from the game. If you do, untap Forsaken City. Add one mana of any color to your mana pool.

Geothermal Crevice

C, Land. Geothermal Crevice comes into play tapped. Add R to your mana pool. Sacrifice Geothermal Crevice: Add BG to your mana pool.

Irrigation Ditch

C, Land. Irrigation Ditch comes into play tapped. Add W to your mana pool. Sacrifice Irrigation Ditch: Add GU to your mana pool.

Island

L, Land. U

Karpilus Forest

R, Land. Add one colorless mana to your mana pool. Add R or G to your mana pool. Karpilus Forest deals 1 damage to you.

Keldon Necropolis

R, Legendary Land. Add one colorless mana to your mana pool. 4R: Sacrifice a creature: Keldon Necropolis deals 2 damage to target creature or player.

Llanowar Wastes

R, Land. Add one colorless mana to your land type. Add B or G to your mana pool. Llanowar Wastes deals 1 damage to you.

Meteor Crater

R, Land. Choose a color of a permanent you control. Add one mana of that color to your mana pool.

Mossfire Valley

R, Land. Add RG to your mana pool.

Mountain

L, Land. R

Nomad Stadium

U, Land. Add W to your mana pool. Nomad Stadium deals 1 damage to you. Threshold - W: Sacrifice Nomad Stadium: You gain 4 life.

Petrified Field

R, Land. Add one colorless mana to your mana pool. Sacrifice Petrified Field: Return target land card from your graveyard to your hand.

Plains

L, Land. W

Ravaged Highlands

C, Land. Ravaged Highlands comes into play tapped. Add R to your mana pool. Sacrifice Ravaged Highlands: Add one mana of any color to your mana pool.

Rith's Grove

U, Land. Rith's Grove is a Lair in addition to its land type. When Rith's Grove comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand. Add R, G, or W to your mana pool.

Salt Marsh

U, Land. Salt Marsh comes into play tapped. Add U or B to your mana pool.

Seafloor Debris

C, Land. Seafloor Debris comes into play tapped. Add U to your mana pool. Sacrifice Seafloor Debris: Add one mana of any color to your mana pool.

Shadowblood Ridge

R, Land. 1: Add BR to your mana pool.

Shivan Oasis

U, Land. Shivan Oasis comes into play tapped. Add R or G to your mana pool.

Shivan Reef

R, Land. Add one colorless mana to your mana pool. Add U or R to your mana pool. Shivan Reef deals 1 damage to you.

Skycloud Expanse

R, Land. 1: Add WU to your mana pool.

Sulfur Vent

C, Land. Sulfur Vent comes into play tapped. Add B to your mana pool. Sacrifice Sulfur Vent: Add UR to your mana pool.

Sulfurous Springs

R, Land. Add one colorless mana to your mana pool. Add B or R to your mana pool. Sulfurous Springs deals 1 damage to you.

Sungrass Prairie

R, Land. 1: Add GW to your mana pool.

Swamp

L, Land. B

Tainted Field

U, Land. Add one colorless mana to your mana pool. Add W or B to your mana pool. Play this ability only if you control a swamp.

Tainted Isle

U, Land. Add one colorless mana to your mana pool. Add U or B to your mana pool. Play this ability only if you control a swamp.

Tainted Peak

U, Land. Add one colorless mana to your mana pool. Add B or R to your mana pool. Play this ability only if you control a swamp.

Tainted Wood

U, Land. Add one colorless mana to your mana pool. Add B or G to your mana pool. Play this ability only if you control a swamp.

Tarnished Citadel

R, Land. Add one colorless mana to your mana pool. Add one mana of any color to your mana pool. Tarnished Citadel deals 3 damage to you.

Terminal Moraine

U, Land. Add one colorless mana to your mana pool. 2: Sacrifice Terminal Moraine: Search your library for a basic land card and put that card into play. Then shuffle your library.

Timberland Ruins

C, Land. Timberland Ruins comes into play tapped. Add G to your mana pool. Sacrifice Timberland Ruins: Add one mana of any color to your mana pool.

Tinder Farm

C, Land. Tinder Farm comes into play tapped. Add R to your mana pool. Sacrifice Tinder Farm: Add RW to your mana pool.

Treva's Ruins

U, Land. Treva's Ruins is a Lair in addition to its land type. When Treva's Ruins comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand. Add G, W, or U to your mana pool.

Underground River

R, Land. Add one colorless mana to your mana pool. Add U or B to your mana pool. Underground River deals 1 damage to you.

Urborg Volcano

U, Land. Urborg Volcano comes into play tapped. Add B or R to your mana pool.

Yavimaya Coast

R, Land. Add one colorless mana to your mana pool. Add G or U to your mana pool. Yavimaya Coast deals 1 damage to you.



Accelerate

C, 1R, Instant. Target creature gains haste until end of turn. Draw a card.

Acceptable Losses

C, 3R, Sorcery. As an additional cost to play Acceptable Losses, discard a card at random from your hand. Acceptable Losses deals 5 damage to target creature.

Aether Flash

U, 2RR, Enchantment. Whenever a creature comes into play, Aether Flash deals 2 damage to it.

Anarchist

C, 4R, Creature - Townsfolk, 2/2. When Anarchist comes into play, you may return target sorcery card from your graveyard to your hand.

Ancient Kavv

C, 3R, Creature - Kavv, 3/3. 2: Ancient Kavv becomes colorless until end of turn.

Ashen Firebeast

C, 6RR, Creature - Beast, 6/6. 1R: Ashen Firebeast deals 1 damage to each creature without flying.

Baldvian Barbarians

C, 1RR, Creature - Barbarian, 3/2

Balthor the Stout

R, 1RR, Creature - Dwarf Legend, 2/2. All Barbarians get +1/+1 until end of turn.

Barbarian Lunatic

C, 2R, Creature - Barbarian, 2/1. 2R: Sacrifice Barbarian Lunatic: Barbarian Lunatic deals 2 damage to target creature.

Barbarian Outcast

C, 1R, Creature - Barbarian Beast, 2/2. When you control no swamps, sacrifice Barbarian Outcast.

Bash to Bits

U, 3R, Instant. Destroy target artifact. Flashback 4RR.

Battle Strain

U, 1R, Enchantment. Whenever a creature blocks, Battle Strain deals 1 damage to that creature's controller.

Bedlam

R, 2RR, Enchantment.

Dwarven Grunt OD C, 3R, Creature - Dwarf, 1/1. Mountainwalk	Goblin Game PS R, 5RR, Sorcery. Each player hides at least one object, then all players reveal them simultaneously. Each player loses life equal to the number of objects he or she revealed. The player who revealed the fewest objects then loses half his or her life, rounded up. If two or more players are tied for fewest, each loses half his or her life, rounded up.	Kamah's Sledge TR C, 5RR, Sorcery. Kamah's Sledge deals 4 damage to target creature. Threshold - instead Kamah's Sledge deals 4 damage to that creature and 4 damage to that creature's controller.	Minotaur Explorer OD U, 1R, Creature - Minotaur, 3/3. When Minotaur Explorer comes into play, sacrifice it unless you discard a card at random from your hand.	Planeswalker's Fury PS R, 2R, Enchantment, 3/3. Target opponent reveals a card at random in his or her hand. Planeswalker's Fury deals damage to that card's converted mana cost to that player. Play this ability only any time you could play a sorcery.	Savage Offensive IN C, 1R, Sorcery. Kicker G. Creatures you control gain first strike until end of turn. If you paid the kicker cost, they get +1/+1 until end of turn.
Dwarven Landslide AP C, 3R, Sorcery. Kicker - 2R. Sacrifice a land. Destroy target land. If you paid the kicker cost, destroy another target land.	Goblin Gardener 7th C, 3R, Creature - Goblin, 2/1. When Goblin Gardener is put into a graveyard from play, destroy target land.	Kavu Aggressor IN C, 2R, Creature - Kavu, 3/2. Kicker 4. Kavu Aggressor can't block. If you paid the kicker cost, Kavu Aggressor comes into play with a +1/+1 counter on it.	Minotaur Tactician AP C, 3R, Creature - Minotaur, 1/1. Haste. Minotaur Tactician gets +1/+1 as long as you control a white creature. Minotaur Tactician gets +1/+1 as long as you control a blue creature.	Possessed Barbarian TR R, 2RR, Creature - Barbarian Horror, 3/3. First strike. Threshold - Possessed Barbarian gets +1/+1, is black, and has "2B." Destroy target red creature.	Scorched Puma IN C, 3R, Creature - Cat, 2/1. Scorched Puma can't attack unless a black or green creature also attacks.
Dwarven Patrol AP U, 2R, Creature - Dwarf, 4/2. Dwarven Patrol doesn't untap during your hand step. Whenever you play a nonred spell, untap Dwarven Patrol.	Goblin Glider 7th U, 1R, Creature - Goblin, 1/1. Flying. Goblin Glider can't block.	Kavu Glider AP C, 2R, Creature - Kavu, 2/1. W: Kavu Glider gets +0/+1 until end of turn. U: Kavu Glider gains flying until end of turn.	Mire Kavu PS C, 3R, Creature - Kavu, 3/2. Mire Kavu gets +1/+1 as long as you control a swamp.	Pouncing Kavu IN C, 1R, Creature - Kavu, 1/1. Kicker 2R. First strike. If you paid the kicker cost, Pouncing Kavu comes into play with two +1/+1 counters on it and with haste.	Scorching Lava IN C, 1R, Instant. Kicker R. Scorching Lava deals 2 damage to target creature or player. If you paid the kicker cost, that creature can't be regenerated this turn and if it would be put into a graveyard this turn, remove it from the game instead.
Dwarven Recruiter OD U, 2R, Creature - Dwarf, 2/2. When Dwarven Recruiter comes into play, search your library for any number of Dwarf cards and reveal those cards. Shuffle your library, then put them on top of it in any order.	Goblin King 7th R, 1RR, Creature - Lord, 2/2. All Goblin gets +1/+1 and have mountainwalk.	Kavu Monarch IN R, 2RR, Creature - Kavu, 3/3. All Kavu have trample. Whenever another Kavu comes into play, put a +1/+1 counter on Kavu Monarch.	Mogg Jailer PS U, 1R, Creature - Goblin, 2/2. Mogg Jailer can't attack if defending player controls an untapped creature with power 2 or less.	Price of Glory OD R, 2R, Enchantment. Whenever a player taps a land for mana during another player's turn, destroy that land.	Scorching Missile OD C, 3R, Sorcery. Scorching Missile deals 4 damage to target player. Flashback 3R.
Dwarven Shrine OD R, 1RR, Enchantment. Whenever a player plays a spell, Dwarven Shrine deals X damage to that player, where X is twice the number of cards in all graveyards with the same name as that spell.	Goblin Matron 7th U, 2R, Creature - Goblin, 1/1. When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card and put it into your hand. Then shuffle your library.	Kavu Recluse PS C, 2R, Creature - Kavu, 2/2. Target land becomes a forest until end of turn.	Mogg Sentry PS R, 1R, Creature - Goblin, 1/1. Whenever an opponent plays a spell, Mogg Sentry gets +2/+2 until end of turn.	Pygmy Pyrosaur 7th C, 1R, Creature - Lizard, 1/1. Pygmy Pyrosaur can't block. R: Pygmy Pyrosaur gets +1/+0 until end of turn.	Searing Rays IN U, 2R, Sorcery. Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.
Dwarven Strike Force OD U, 4R, Creature - Dwarf, 4/3. Discard a card at random from your hand: Dwarven Strike Force gains first strike and haste until end of turn.	Goblin Raider 7th C, 1R, Creature - Goblin, 2/2. Goblin Raider can't block.	Kavu Runner IN U, 3R, Creature - Kavu, 3/3. Kavu Runner has haste as long as no opponent controls a white or blue creature.	Molten Influence OD R, 1R, Instant. Counter target instant or sorcery spell unless its controller has Molten Influence deal 4 damage to him or her.	Pyroclasm 7th U, 1R, Sorcery. Pyroclasm deals 2 damage to each creature.	Seismic Assault 7th R, 1RR, Enchantment. Discard a land card from your hand: Seismic Assault deals 2 damage to target creature or player.
Earth Rift OD C, 3R, Sorcery. Destroy target land. Flashback 5RR.	Goblin Ringleader AP U, 3R, Creature - Goblin, 2/2. Haste. When Goblin Ringleader comes into play, reveal the top four cards of your library. Put all Goblin cards revealed this way into your hand and the rest on the bottom of your library.	Kavu Scout IN C, 2R, Creature - Kavu, 0/2. Kavu Scout gets +1/+0 for each basic land type among lands you control.	Mudhole OD R, 2R, Instant. Target player removes all land cards in his or her graveyard from the game.	Pyromania TR R, 2R, Enchantment, 1R. Discard a card at random from your hand: Pyromania deals 1 damage to target creature or player. 1R, Sacrifice Pyromania: Pyromania deals 1 damage to target creature or player.	Seize the Day OD R, 3R, Sorcery. Untap target creature. After this phase, there is an additional combat phase followed by an additional main phase. Flashback 2R.
Earthquake 7th R, XR, Sorcery. Earthquake deals X damage to each creature without flying and each player.	Goblin Spelunkers 7th C, 2R, Creature - Goblin, 2/2. Mountainwalk	Lava Axe 7th C, 4R, Sorcery. Lava Axe deals 5 damage to target player.	Need for Speed OD R, R, Enchantment. Sacrifice a land: Target creature gains haste until end of turn.	Radiate TR R, 3RR, Instant. Choose target instant or sorcery spell that targets only a single permanent or player. For each other permanent or player that spell could target, put a copy of the spell onto the stack. Each copy targets a different one of those permanents and players.	Shatter 7th C, 1R, Instant. Destroy target artifact.
Ember Beast OD C, 2R, Creature - Beast, 3/4. Ember Beast can't attack or block alone.	Goblin Spy IN U, 1R, Creature - Goblin, 1/1. Play with the top card of your library revealed.	Lava Blister OD U, 1R, Sorcery. Destroy target nonbasic land unless its controller has Lava Blister deal 6 damage to him or her.	Obliterate IN R, 6RR, Sorcery. Obliterate can't be countered. Destroy all artifacts, creatures, and lands. They can't be regenerated.	Rage Weaver IN U, 1R, Creature - Wizard, 2/1. 2: Target black or green creature gains haste until end of turn.	Shivan Dragon 7th R, 4RR, Creature - Dragon, 5/5. Flying. R: Shivan Dragon gets +1/+0 until end of turn.
Engulfing Flames OD U, 1R, Instant. Engulfing Flames deals 1 damage to target creature. It can't be regenerated this turn. Flashback 3R.	Goblin War Drums 7th U, 2R, Enchantment. Each creature you control can't be blocked except by two or more creatures.	Lightning Blast 7th C, 3R, Instant. Lightning Blast deals 4 damage to target creature or player.	Obstinate Familiar OD R, R, Creature - Lizard, 1/1. If you would draw a card, you may skip that draw instead.	Raging Goblin 7th C, R, Creature - Goblin, 1/1. Haste	Shivan Emissary IN U, 2R, Creature - Wizard, 1/1. Kicker 1R. When Shivan Emissary comes into play, if you paid the kicker cost, destroy target nonblack creature. It can't be regenerated.
Enslaved Dwarf TR C, R, Creature - Dwarf, 1/1. R: Sacrifice Enslaved Dwarf: Target black creature gets +1/+0 and gains first strike until end of turn.	Grim Lavamancer TR R, R, Creature - Wizard, 1/1. R: Remove two cards in your graveyard from the game: Grim Lavamancer deals 2 damage to target creature or player.	Lightning Dart IN U, 1R, Instant. Lightning Dart deals 1 damage to target creature. If that creature is white or blue, Lightning Dart deals 4 damage to it instead.	Ogre Taskmaster 7th U, 3R, Creature - Ogre, 4/3. Ogre Taskmaster can't block.	Raka Disciple AP C, R, Creature - Wizard, 1/1. W: Prevent the next 1 damage that would be dealt to target creature or player this turn. U: Target creature gains flying until end of turn.	Shivan Harvest IN U, 1R, Enchantment, 1R. Sacrifice a creature: Destroy target nonbasic land.
Epicenter OD R, 4R, Sorcery. Target player sacrifices a land. Threshold - All players sacrifice all lands instead.	Halam Djinn IN U, 5R, Creature - Djinn, 6/5. Haste. Halam Djinn gets -2/-2 as long as red is the most common color among all permanents or is tied for most common.	Lightning Elemental 7th C, 3R, Creature - Elemental, 4/1. Haste	Orchis Artillery 7th U, 1RR, Creature - Orc, 1/3. Orchis Artillery deals 2 damage to target creature or player and 3 damage to you.	Raka Sanctuary AP U, 2R, Enchantment. At the beginning of your upkeep, if you control a white or blue permanent, Raka Sanctuary deals 1 damage to target creature. If you control a white permanent and a blue permanent, Raka Sanctuary deals 3 damage to that creature instead.	Shock 7th C, R, Instant. Shock deals 2 damage to target creature or player.
Fervor 7th R, 2R, Enchantment. Creatures you control have haste.	Halberdier OD R, 4R, Creature - Barbarian, 3/1. First strike	Liquid Fire OD U, 4RR, Sorcery. Liquid Fire deals 5 damage divided as you choose between target creature and that creature's controller.	Orchis Flamme 7th U, 3R, Enchantment. Attacking creatures you control get +1/+0.	Singe PS C, R, Instant. Singe deals 1 damage to target creature. That creature becomes black until end of turn.	Shower of Coals OD U, 3RR, Sorcery. Shower of Coals deals 2 damage to each of up to three target creatures and/or players. Threshold - Shower of Coals deals 4 damage to each of those creatures and/or players instead.
Fiery Temper TR C, 1RR, Instant. Fiery Temper deals 3 damage to target creature or player. Madness R	Hell-Bent Raider TR R, 1RR, Creature - Barbarian, 2/2. First strike, haste. Discard a card at random from your hand: Hell-Bent Raider gains protection from white until end of turn.	Loafing Giant IN R, 4R, Creature - Giant, 4/6. Whenever Loafing Giant attacks or blocks, put the top card of your library into your graveyard. If that card is a land card, prevent all combat damage that Loafing Giant would deal this turn.	Overload IN C, R, Instant. Kicker 2. Destroy target artifact if its converted mana cost is 2 or less. If you paid the kicker cost, destroy that artifact if its converted mana cost is 5 or less instead.	Skittish Kavu IN U, 1R, Creature - Kavu, 1/1. Skittish Kavu gets +1/+1 as long as no opponent controls a white or blue creature.	Skullscorch TR R, 2R, Sorcery. Target player discards two cards at random from his or her hand unless that player has Skullscorch deal 4 damage to him or her.
Final Fortune 7th R, RR, Instant. Take an extra turn after this one. At the end of that turn, you lose the game.	Hill Giant 7th C, 3R, Creature - Giant, 3/3	Longhorn Firebeast TR C, 2R, Creature - Beast, 3/2. When Longhorn Firebeast comes into play, any opponent may have it deal 5 damage to him or her. If a player does, sacrifice Longhorn Firebeast.	Pardic Arsonist TR U, 2RR, Creature - Barbarian, 3/3. Threshold - When Pardic Arsonist comes into play, it deals 3 damage to target creature or player.	Skizzik IN R, 3R, Creature - Elemental, 5/3. Kicker 1R. Trample; haste. At end of turn, sacrifice Skizzik unless the kicker cost was paid.	Skullscorch TR R, 2R, Sorcery. Target player discards two cards at random from his or her hand unless that player has Skullscorch deal 4 damage to him or her.
Fire Elemental 7th U, 3RR, Creature - Elemental, 5/4	Hooded Kavu IN C, 2R, Creature - Kavu, 2/2. B: Hooded Kavu can't be blocked this turn except by artifact creatures and/or black creatures.	Mad Dog OD C, 1R, Creature - Hound, 2/2. At the end of your turn, if Mad Dog didn't attack or come under your control this turn, sacrifice it.	Pardic Collaborator TR U, 3R, Creature - Barbarian, 2/2. First strike. B: Pardic Collaborator gets +1/+1 until end of turn.	Slingshot Goblin PS U, 1R, Creature - Goblin, 2/2. R: Slingshot Goblin deals 2 damage to target blue creature.	Smash AP C, 2R, Instant. Destroy target artifact. Draw a card.
Firebolt OD C, R, Sorcery. Firebolt deals 2 damage to target creature or player. Flashback 4R.	Implicate 7th U, 2R, Enchantment. At the end of each player's turn, if that player didn't play a spell that turn, Implicate deals 2 damage to him or her.	Mages' Contest IN R, 1RR, Instant. You and target spell's controller bid life. You start the bidding with a high bid of 1. In turn order, each player may top the high bid. The bidding ends when the high bid stands. The highest bidder loses life equal to the high bid. If you win the bidding, counter that spell.	Pardic Firecat OD C, 3R, Creature - Cat, 2/3. Haste. If Pardic Firecat is in a graveyard, Flame Burst's effect counts as it a card named Flame Burst.	Sonic Seizure TR C, R, Instant. As an additional cost to play Sonic Seizure, discard a card at random from your hand. Sonic Seizure deals 3 damage to target creature or player.	Spark Mage OD U, R, Creature - Dwarf Wizard, 1/1. Whenever Spark Mage deals combat damage to a player, you may have Spark Mage deal 1 damage to target creature that player controls.
Firebrand Ranger IN U, 1R, Creature - Soldier, 2/1. G: Put a basic land card from your hand into play.	Impulse Maneuvers OD R, 1RR, Enchantment. Whenever a creature attacks, flip a coin. If you win the flip, the next time that creature would deal combat damage this turn, it deals double that damage instead. If you lose the flip, the next time that creature would deal combat damage this turn, prevent that damage.	Magma Burst PS C, 3R, Instant. Kicker - Sacrifice two lands. Magma Burst deals 3 damage to target creature or player. If you paid the kicker cost, Magma Burst deals 3 damage to another target creature or player.	Pardic Lancer TR C, 4R, Creature - Barbarian, 3/2. Discard a card at random from your hand: Pardic Lancer gets +1/+0 and gains first strike until end of turn.	Steam Vines OD U, 1RR, Enchantment. When enchanted land becomes tapped, destroy it and Steam Vines deals 1 damage to that land's controller. That player moves Steam Vines to a land of his or her choice.	
Flame Burst OD C, 1R, Instant. Flame Burst deals X damage to target creature or player, where X is 2 plus the number of cards named Flame Burst in all graveyards.	Insolence PS C, 2R, Enchant Creature. Whenever enchanted creature becomes tapped, Insolence deals 2 damage to that creature's controller.	Magma Vein OD U, 2R, Enchantment, 1R. Sacrifice a land: Magma Vein deals 1 damage to each creature without flying.	Pardic Swordsman OD C, 2R, Creature - Dwarf, 1/1. Discard a card at random from your hand: Pardic Swordsman gets +2/+0 until end of turn.		
Flame tongue Kavu PS U, 3R, Creature - Kavu, 4/2. When Flame-tongue Kavu comes into play, it deals 4 damage to target creature.	Kamah's Pit Fighter OD R, 4RR, Creature - Barbarian Legend, 6/1. Haste. R: Kamah's Pit Fighter deals 3 damage to target creature or player.	Magnivore OD R, 2RR, Creature - Lhurgoyf, */*. Haste. Magnivore's power and toughness are each equal to the number of sorcery cards in all graveyards.	Petratron TR R, 6RR, Creature - Nightmare Beast, 5/6. When Petratron comes into play, remove two target lands from the game. When Petratron leaves play, return the removed cards to play under their owners' control. R: Petratron gets +1/+0 until end of turn.		
Flaming Gambit TR U, XR, Instant. Flaming Gambit deals X damage to target player. That player may choose a creature he or she controls and have Flaming Gambit deal that damage to it instead. Flashback XRR	Kamah's Desire OD C, 1R, Enchant Creature. Enchanted creature has first strike. Threshold - Enchanted creature gets +3/+0.	Mana Clash 7th R, R, Sorcery. You and target opponent each flip a coin. Mana Clash deals 1 damage to each player whose coin comes up tails. Repeat this process until both players' coins come up heads on the same flip.	Petravark TR C, 3R, Creature - Nightmare Beast, 2/2. When Petravark comes into play, remove target land from the game. When Petravark leaves play, return the removed card to play under its owner's control.		
Flash of Defiance TR C, 1R, Sorcery. Players can't block with green and/or white creatures this turn. Flashback - 1R, Pay 3 life.	Maniacal Rage IN C, 1R, Enchant Creature. Enchanted creature gets +2/+2 and can't block.	Mine Layer TR R, 3R, Creature - Dwarf, 1/1. 1R: Put a mine counter on target land. Whenever a land with a mine counter on it becomes tapped, destroy it. When Mine Layer leaves play, remove all mine counters from all lands.	Pillage 7th U, 1RR, Sorcery. Destroy target artifact or land. It can't be regenerated.		
Frenetic Ogre OD U, 4R, Creature - Ogre, 2/3. R: Discard a card at random from your hand: Frenetic Ogre gets +3/+0 until end of turn.	Mana Clash 7th R, R, Sorcery. You and target opponent each flip a coin. Mana Clash deals 1 damage to each player whose coin comes up tails. Repeat this process until both players' coins come up heads on the same flip.	Pitchstone Wall TR C, 2R, Creature - Wall, 2/5. Whenever you discard a card from your hand, you may sacrifice Pitchstone Wall. If you do, return the discarded card from your graveyard to your hand.	Pitstone TR R, 3RR, Creature - Cat, 0/0. Trample. Savage Firecat comes into play with seven +1/+1 counters on it. Whenever you tap a land for mana, remove a +1/+1 counter from Savage Firecat.		
Ghitu Fire IN R, XR, Sorcery. You may play Ghitu Fire any time you could play an instant if you pay 2 more to play it. Ghitu Fire deals X damage to target creature or player.	Kamah's Pit Fighter OD R, 4RR, Creature - Barbarian Legend, 6/1. Haste. R: Kamah's Pit Fighter deals 3 damage to target creature or player.	Pitstone TR R, 3RR, Creature - Cat, 0/0. Trample. Savage Firecat comes into play with seven +1/+1 counters on it. Whenever you tap a land for mana, remove a +1/+1 counter from Savage Firecat.	Ruby Leech IN R, 1R, Creature - Leech, 2/2. First strike. Red spells you play cost R more to play.		
Ghitu Fire-Eater 7th U, 2R, Creature - Nomad, 2/2. Sacrifice Ghitu Fire-Eater: Ghitu Fire-Eater deals damage equal to its power to target creature or player.	Kamah's Pit Fighter OD R, 4RR, Creature - Barbarian Legend, 6/1. Haste. R: Kamah's Pit Fighter deals 3 damage to target creature or player.	Ruby Leech IN R, 1R, Creature - Leech, 2/2. First strike. Red spells you play cost R more to play.	Sabretooth Tiger 7th C, 2R, Creature - Cat, 2/1. First strike		
Goblin Chariot 7th C, 2R, Creature - Goblin, 2/2. Haste	Kamah's Pit Fighter OD R, 4RR, Creature - Barbarian Legend, 6/1. Haste. R: Kamah's Pit Fighter deals 3 damage to target creature or player.	Sabretooth Tiger 7th C, 2R, Creature - Cat, 2/1. First strike	Savage Firecat OD R, 3RR, Creature - Cat, 0/0. Trample. Savage Firecat comes into play with seven +1/+1 counters on it. Whenever you tap a land for mana, remove a +1/+1 counter from Savage Firecat.		
Goblin Digging Team 7th C, R, Creature - Goblin, 1/1. Sacrifice Goblin Digging Team: Destroy target wall.	Kamah's Pit Fighter OD R, 4RR, Creature - Barbarian Legend, 6/1. Haste. R: Kamah's Pit Fighter deals 3 damage to target creature or player.	Sabretooth Tiger 7th C, 2R, Creature - Cat, 2/1. First strike	Savage Firecat OD R, 3RR, Creature - Cat, 0/0. Trample. Savage Firecat comes into play with seven +1/+1 counters on it. Whenever you tap a land for mana, remove a +1/+1 counter from Savage Firecat.		
Goblin Elite Infantry 7th C, 1R, Creature - Goblin, 2/2. Whenever Goblin Elite Infantry blocks or becomes blocked, it gets -1/-1 until end of turn.	Kamah's Pit Fighter OD R, 4RR, Creature - Barbarian Legend, 6/1. Haste. R: Kamah's Pit Fighter deals 3 damage to target creature or player.	Sabretooth Tiger 7th C, 2R, Creature - Cat, 2/1. First strike	Savage Firecat OD R, 3RR, Creature - Cat, 0/0. Trample. Savage Firecat comes into play with seven +1/+1 counters on it. Whenever you tap a land for mana, remove a +1/+1 counter from Savage Firecat.		

Stone Rain C, 2R, Sorcery. Destroy target land.

Storm Shaman U, 3R, Creature - Cleric, 0/4. R: Storm Shaman gets +1/+0 until end of turn.

Strafe U, R, Sorcery. Strafe deals 3 damage to target nonred creature.

Stun C, 1R, Instant. Target creature can't block this turn. Draw a card.

Sudden Impact U, 3R, Instant. Sudden Impact deals damage equal to the number of cards in target player's hand to that player.

Tahngarth, Talruum Hero PS R, 3RR, Creature - Minotaur Legend, 4/4. Attacking doesn't cause Tahngarth, Talruum Hero to tap. 1R, $\Rightarrow$ Tahngarth deals damage equal to its power to target creature. That creature deals damage equal to its power to Tahngarth.

Tahngarth's Clare AP C, R, Sorcery. Look at the top three cards of target opponent's library, then put them back in any order. That player looks at the top three cards of your library, then puts them back in any order.

Tectonic Instability IN R, 2R, Enchantment. Whenever a land comes into play, tap all lands its controller controls.

Temporary Insanity TR U, 3R, Instant. Untap target creature with power less than the number of cards in your graveyard and gain control of it until end of turn. That creature gains haste until end of turn.

Thermal Blast OD C, 4R, Instant. Thermal Blast deals 3 damage to target creature. Threshold - Thermal Blast deals 5 damage to that creature instead.

Thunderscape Apprentice IN C, R, Creature - Wizard, 1/1. B, $\Rightarrow$ Target player loses 1 life. G, $\Rightarrow$ Target creature gets +1/+1 until end of turn.

Thunderscape Battlemage PS U, 2R, Creature - Wizard, 2/2. Kicker 1B and/or G. When Thunderscape Battlemage comes into play, if you paid the 1B kicker cost, target player discards two cards from his or her hand. When Thunderscape Battlemage comes into play, if you paid the G kicker cost, destroy target enchantment.

Thunderscape Familiar PS C, 1R, Creature - Kavu, 1/1. First strike. Black spells and green spells you play cost 1 less to play.

Thunderscape Master IN R, 2RR, Creature - Wizard, 2/2. BB, $\Rightarrow$ Target player loses 2 life and you gain 2 life. GG, $\Rightarrow$ Creatures you control get +2/+2 until end of turn.

Trained Orgg 7th R, 6R, Creature - Beast, 6/6

Tremble OD C, 1R, Sorcery. Each player sacrifices a land.

Tremor 7th C, R, Sorcery. Tremor deals 1 damage to each creature without flying.

Tribal Flames IN C, 1R, Sorcery. Tribal Flames deals X damage to target creature or player, where X is the number of basic land types among lands you control.

Tundra Kavu AP C, 2R, Creature - Kavu, 2/2. $\Rightarrow$ Target land becomes a plains or an island until end of turn.

Turf Wound IN C, 2R, Instant. Target player can't play land cards this turn. Draw a card.

Urza's Rage IN R, 2R, Instant. Kicker 8R. Urza's Rage can't be countered by spells or abilities. Urza's Rage deals 3 damage to target creature or player. If you paid the kicker cost, instead Urza's Rage deals 10 damage to that creature or player and the damage can't be prevented.

Viashino Grappler IN C, 2R, Creature - Viashino, 3/1. G: Viashino Grappler gains trample until end of turn.

Violent Eruption TR U, 1RRR, Instant. Violent Eruption deals 4 damage divided as you choose among any number of target creatures and/or players. Madness 1RR.

Volcanic Hammer 7th C, 1R, Sorcery. Volcanic Hammer deals 3 damage to target creature or player.

Volcanic Spray OD U, 1R, Sorcery. Volcanic Spray deals 1 damage to each creature without flying and each player. Flashback 1R.

Volley of Boulders OD R, 8R, Sorcery. Volley of Boulders deals 6 damage divided as you choose among any number of target creatures and/or players. Flashback RRRRRR.

Wall of Fire 7th U, 1RR, Creature - Wall, 0/5. R: Wall of Fire gets +1/+0 until end of turn.

Whipkeeper OD U, 2RR, Creature - Dwarf, 1/1. $\Rightarrow$ Whipkeeper deals damage to target creature equal to the damage already dealt to it this turn.

Wild Research AP R, 2R, Enchantment. 1W: Search your library for an enchantment card and reveal that card. Put it into your hand, then discard a card at random from your hand. Then shuffle your library. 1U: Search your library for an instant card and reveal that card. Put it into your hand, then discard a card at random from your hand. Then shuffle your library.

Wildfire 7th R, 4RR, Sorcery. Each player sacrifices four lands. Wildfire deals 4 damage to each creature.

Zap IN C, 2R, Instant. Zap deals 1 damage to target creature or player. Draw a card.

Assault / Battery IN U, 1R/3G, Sorcery. Assault deals 2 damage to target creature or player. / Put a 3/3 green Elephant creature token into play.

Fire / Ice AP U, 1R/1U, Instant / Instant. Fire deals 2 damage divided as you choose among any number of target creatures and/or players. / Tap target permanent. Draw a card.

Illusion / Reality AP U, U/2G, Instant / Instant. Target spell or permanent becomes the color of your choice until end of turn. / Destroy target artifact.

Life / Death AP U, G/1B, Sorcery / Sorcery. Until end of turn, all lands you control are 1/1 creatures that are still lands. / Return target creature card from your graveyard to play. You lose life equal to its converted mana cost.

Night / Day AP U, B/2W, Instant / Instant. Target creature gets -1/-1 until end of turn. / Creatures target player controls get +1/+1 until end of turn.

Order / Chaos AP U, 3W/2R, Instant / Instant. Remove target attacking creature from the game. / Creatures can't block this turn.

Pain / Suffering IN U, B/3R, Sorcery / Sorcery. Target player sacrifices a card from his or her hand. / Destroy target land.

Spite / Malice IN U, 3U/3B, Instant / Instant. Counter target noncreature spell. / Destroy target non-black creature. It can't be regenerated.

Stand / Deliver IN U, W/2U, Instant / Instant. Prevent the next 2 damage that would be dealt to target creature this turn. / Return target permanent to its owner's hand.

Wax / Wane IN U, G/W, Instant / Instant. Target creature gets +2/+2 until end of turn. / Destroy target enchantment.

Wax / Wane IN U, G/W, Instant / Instant. Target creature gets +2/+2 until end of turn. / Destroy target enchantment.

Wax / Wane IN U, G/W, Instant / Instant. Target creature gets +2/+2 until end of turn. / Destroy target enchantment.

Wax / Wane IN U, G/W, Instant / Instant. Target creature gets +2/+2 until end of turn. / Destroy target enchantment.

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Wax / Wane IN U, G/W, Instant / Instant. Target creature gets +2/+2 until end of turn. / Destroy target enchantment.

Alabaster Leech IN R, W, Creature - Leech, 1/3. White spells you play cost W more to play.

Ancestral Tribute OD R, 5WW, Sorcery. You gain 2 life for each card in your graveyard. Flashback 3WWW.

Angel of Mercy IN U, 4W, Creature - Angel, 3/3. Flying. When Angel of Mercy comes into play, you gain 3 life.

Angel of Retribution TR R, 6W, Creature - Angel, 5/5. Flying, first strike

Angelfire Crusader AP C, 3W, Creature - Soldier, 2/3. R: Angelfire Crusader gets +1/+0 until end of turn.

Angelic Page 7th C, 1W, Creature - Spirit, 1/1. Flying. $\Rightarrow$ Target attacking or blocking creature gets +1/+1 until end of turn.

Angelic Wall OD C, 1W, Creature - Wall, 0/4. Flying

Animal Boneyard OD U, 2W, Enchant Land. Enchanted land has " $\Rightarrow$ Sacrifice a creature: You gain life equal to that creature's toughness."

Ardent Militia 7th U, 4W, Creature - Soldier, 2/5. Attacking doesn't cause Ardent Militia to tap.

Ardent Soldier IN C, 1W, Creature - Soldier, 1/2. Kicker 2A: Attacking doesn't cause Ardent Soldier to tap. If you paid the kicker cost, Ardent Soldier comes into play with a +1/+1 counter on it.

Atalya, Samite Master IN R, 3WW, Creature - Cleric Legend, 2/3. X, $\Rightarrow$ Choose one - Prevent the next X damage that would be dealt to target creature this turn; or you gain X life. Spend only white mana this way.

Aura Blast PS C, 1W, Instant. Destroy target enchantment. Draw a card.

Auramancer OD C, 2W, Creature - Wizard, 2/2. When Auramancer comes into play, you may return target enchantment card from your graveyard to your hand.

Aurora Griffin PS C, 3W, Creature - Griffin, 2/2. Flying. W: Target permanent becomes white until end of turn.

Aven Archer C, 4W, Creature - Bird Soldier, 2/2. Flying. 2W, $\Rightarrow$ Aven Archer deals 2 damage to target attacking or blocking creature.

Aven Cloudchaser OD C, 3W, Creature - Bird Soldier, 2/2. Flying. When Aven Cloudchaser comes into play, destroy target enchantment.

Aven Flock OD C, 4W, Creature - Bird Soldier, 2/3. Flying. W: Aven Flock gets +0/+1 until end of turn.

Aven Shrine R, 1WW, Enchantment. Whenever a player plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell.

Aven Trooper TR C, 3W, Creature - Bird Soldier, 1/1. Flying. 2W, Discard a card from your hand: Aven Trooper gets +1/+2 until end of turn.

Balancing Act OD R, 2WW, Sorcery. Each player chooses a number of permanents he or she controls equal to the number of permanents controlled by the player who controls the fewest, then sacrifices the rest. Each player discards cards from his or her hand the same way.

Beloved Chaplain OD U, 1W, Creature - Cleric, 1/1. Protection from creatures

Benalish Emissary IN U, 2W, Creature - Wizard, 1/4. Kicker 1G. When Benalish Emissary comes into play, if you paid the kicker cost, destroy target land.

Benalish Herald IN U, 3W, Creature - Soldier, 2/4. 3U, $\Rightarrow$ Draw a card.

Benalish Lancer IN C, 2W, Creature - Knight, 2/2. Kicker 2W. If you paid the kicker cost, Benalish Lancer comes into play with two +1/+1 counters on it and with first strike.

Benalish Trapper IN C, 1W, Creature - Soldier, 1/2. W, $\Rightarrow$ Tap target creature.

Blessed Orator OD U, 3W, Creature - Cleric, 1/4. Other creatures you control get +0/+1.

Blessed Reversal 7th R, 1W, Instant. You gain 3 life for each creature attacking you.

Blinding Light IN U, 2W, Sorcery. Tap all nonwhite creatures.

Breath of Life 7th U, 3W, Sorcery. Return target creature card from your graveyard to play.

Cantivore OD R, 1WW, Creature - Lhurgoyf, */*. Attacking doesn't cause Cantivore to tap. Cantivore's power and toughness are each equal to the number of enchantment cards in all graveyards.

Capashen Unicorn IN C, 1W, Creature - Unicorn, 1/2. 1W, $\Rightarrow$ Sacrifice Capashen Unicorn: Destroy target artifact or enchantment.

Castle 7th U, 3W, Enchantment. Untapped creatures you control get +0/+2.

Cease-Fire OD C, 2W, Instant. Target player can't play creature spells this turn. Draw a card.

Circle of Protection: Black 7th C, 1W, Enchantment. 1: The next time a black source of your choice would deal damage to you this turn, prevent that damage.

Circle of Protection: Blue 7th C, 1W, Enchantment. 1: The next time a blue source of your choice would deal damage to you this turn, prevent that damage.

Circle of Protection: Green 7th C, 1W, Enchantment. 1: The next time a green source of your choice would deal damage to you this turn, prevent that damage.

Circle of Protection: Red 7th C, 1W, Enchantment. 1: The next time a red source of your choice would deal damage to you this turn, prevent that damage.

Circle of Protection: White 7th C, 1W, Enchantment. 1: The next time a white source of your choice would deal damage to you this turn, prevent that damage.

Cleansing Meditation TR U, 1WW, Sorcery. Destroy all enchantments. Threshold - Instead destroy all enchantments, then return to play all cards in your graveyard destroyed this way.

Cloudchaser Eagle 7th C, 3W, Creature - Bird, 2/2. Flying. When Cloudchaser Eagle comes into play, destroy target enchantment.

Coalition Flag AP U, W, Enchantment. Coalition Flag can enchant only a creature you control. Enchanted creature's type is Flagbearer. If a spell or ability an opponent controls could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

Coalition Honor Guard AP C, 3W, Creature - Flagbearer, 2/4. If a spell or ability an opponent controls could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

Confessor OD C, W, Creature - Cleric, 1/1. Whenever a player discards a card from his or her hand, you may gain 1 life.

Crimson Acolyte IN C, 1W, Creature - Cleric, 1/1. Protection from red. W: Target creature gains protection from red until end of turn.

Crossbow Infantry 7th U, 1W, Creature - Soldier, 1/1. $\Rightarrow$ Crossbow Infantry deals 1 damage to target attacking or blocking creature.

Crusading Knight IN R, 2WW, Creature - Knight, 2/2. Protection from black. Crusading Knight gets +1/+1 for each swamp you opponents control.

Death or Glory IN R, 4W, Sorcery. Separate all creature cards in your graveyard into two face-up piles. Remove the pile of an opponent's choice from the game and return the other to play.

Dedicated Martyr OD C, W, Creature - Cleric, 1/1. W, Sacrifice Dedicated Martyr: You gain 3 life.

Dega Disciple AP C, W, Creature - Wizard, 1/1. B, $\Rightarrow$ Target creature gets -2/-0 until end of turn. R, $\Rightarrow$ Target creature gets +2/+0 until end of turn.

Dega Sanctuary AP U, 2W, Enchantment. At the beginning of your upkeep, if you control a black or red permanent, you gain 2 life. If you control a black permanent and a red permanent, you gain 4 life instead.

Degavolver AP R, 1W, Creature - Volver, 1/1. Kicker 1B and/or R. If you paid the 1B kicker cost, Degavolver comes into play with two +1/+1 counters on it and with "Pay 3 life: Regenerate Degavolver." If you paid the R kicker cost, Degavolver comes into play with a +1/+1 counter on it and with first strike.

Delaying Shield OD R, 3W, Enchantment. If you would be dealt damage, put that many delay counters on Delaying Shield instead. At the beginning of your upkeep, remove all delay counters from Delaying Shield. For each delay counter removed this way, you lose 1 life unless you pay 1W.

Devoted Caretaker OD R, W, Creature - Cleric, 1/2. W, $\Rightarrow$ Target permanent you control gains protection from instant spells and from sorcery spells until end of turn.

Disciple of Kangee PS C, 2W, Creature - Wizard, 2/2. U, $\Rightarrow$ Target creature gains flying and becomes blue until end of turn.

Disenchant 7th C, 1W, Instant. Destroy target artifact or enchantment.

Dismantling Blow IN C, 2W, Instant. Kicker 2U. Destroy target artifact or enchantment. If you paid the kicker cost, draw two cards.

Diversions Tactics AP U, 3W, Enchantment. Tap two untapped creatures you control. Tap target creature.

Divine Light AP C, W, Sorcery. Prevent all damage that would be dealt this turn to creatures you control.

Divine Presence IN R, 2W, Enchantment. If a source would deal 4 damage or more to a creature or player, that source deals 3 damage to that creature or player instead.

Divine Sacrament OD R, 1WW, Enchantment. White creatures get +1/+1. Threshold - White creatures get an additional +1/+1.

Dogged Hunter OD R, 2W, Creature - Nomad, 1/1. $\Rightarrow$ Destroy target creature token.

Dominaria's Judgment PS R, 2W, Instant. Until end of turn, creatures you control gain protection from white if you control a plains, from blue if you control an island, from black if you control a swamp, from red if you control a mountain, and from green if you control a forest.

Eager Cadet 7th C, W, Creature - Soldier, 1/1

Earnest Fellowship OD R, 1W, Enchantment. Each creature has protection from its colors.

Elite Archers 7th R, 4W, Creature - Soldier, 3/3. $\Rightarrow$ Elite Archers deals 3 damage to target attacking or blocking creature.

Embolden OD C, 2W, Instant. Prevent the next 4 damage that would be dealt this turn to any number of target creatures and/or players, divided as you choose. Flashback 1W.

Enlistment Officer AP U, 3W, Creature - Soldier, 2/3. First strike. When Enlistment Officer comes into play, reveal the top four cards of your library. Put all Soldier cards revealed this way into your hand and the rest on the bottom of your library.

Equal Treatment TR U, 1W, Instant. If any source would deal 1 or more damage to a creature or player this turn, it deals 2 damage to that creature or player instead. Draw a card.

False Dawn AP R, 1W, Sorcery. Until end of turn, spells and abilities you control that would add colored mana to your mana pool add colored mana to your mana pool until end of turn, you may spend white mana as though it were mana of any color. Draw a card.

Fight or Flight IN R, 3W, Enchantment. At the beginning of each opponent's combat phase, separate all creatures that player controls into two face-up piles. Only creatures in the pile of his or her choice may attack this turn.

Floating Shield TR C, 2W, Enchantment. As this Floating Shield comes into play, choose a color. Enchanted creature has protection from the chosen color. This effect doesn't remove Floating Shield. Sacrifice Floating Shield: Target creature gains protection from the chosen color until end of turn.

Frantic Purification TR C, 2W, Instant. Destroy target enchantment. Madness W

Gallantry OD U, 1W, Instant. Target blocking creature gets +4/+4 until end of turn. Draw a card.

Gerrard Capashen AP R, 3WW, Creature - Legend, 3/4. At the beginning of your upkeep, you gain 1 life for each card in target opponent's hand. 3W: Tap target creature. Play this ability only if Gerrard Capashen is attacking.

Gerrard's Wisdom 7th U, 2WW, Sorcery. You gain 2 life for each card in your hand.

Glimmering Angel IN C, 3W, Creature - Angel, 2/2. Flying. U: Glimmering Angel can't be the target of spells or abilities this turn.

Global Ruin IN R, 4W, Sorcery. Each player chooses from the lands he or she controls a land of each basic land type, then sacrifices the rest.

Glorious Anthem 7th R, 1WW, Enchantment. Creatures you control get +1/+1.

Graceful Antelope OD R, 2WW, Creature - Antelope, 1/4. Plain-swamp. Whenever Graceful Antelope deals combat damage to a player, you may have target land become a plains until Graceful Antelope leaves play.

Guard Dogs PS U, 3W, Creature - Hound, 2/2. 2W, $\Rightarrow$ Choose a permanent you control. Prevent all combat damage target creature would deal this turn if it shares a color with that permanent.

Hallowed Healer OD C, 2W, Creature - Cleric, 1/1. $\Rightarrow$ Prevent the next 2 damage that would be dealt to target creature or player this turn. Threshold - $\Rightarrow$ Prevent the next 4 damage that would be dealt to target creature or player this turn.

Harsh Judgment IN R, 2WW, Enchantment. As Harsh Judgment comes into play, choose a color. If an instant or sorcery spell of the chosen color would deal damage to you, it deals that damage to its controller instead.

Haunted Angel AP C, 2W, Creature - Angel, 3/3. Flying. When Haunted Angel is put into a graveyard from play, remove Haunted Angel from the game and each other player puts a 3/3 black Angel creature token with flying into play.

Healing Salve 7th C, W, Instant. Choose one - Target player gains 3 life; or prevent the next 3 damage that would be dealt to target creature or player this turn.

Heavy Ballista 7th U, 3W, Creature - Soldier, 2/3. $\Rightarrow$ Heavy Ballista deals 2 damage to target attacking or blocking creature.

Helionaut AP C, 2W, Creature - Soldier, 1/2. Flying. 1, $\Rightarrow$ Add one mana of any color to your mana pool.

Heroic Defiance PS C, 1W, Enchantment. Enchanted creature gets +3/+3 unless it shares a color with the most common color among all permanents or a color tied for most common.

Hobble PS C, 2W, Enchantment. When Hobble comes into play, draw a card. Enchanted creature can't attack. Enchanted creature can't block if it's black.

Holy Day IN C, W, Instant. Prevent all combat damage that would be dealt this

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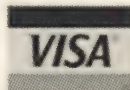
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Liberate IN	Obsidian Acolyte IN
U, 1W, Instant. Remove target creature you control from the game. At end of turn, return that card to play under its owner's control.	C, 1W, Creature - Cleric, 1/1. Protection from black. W: Target creature gains protection from black until end of turn.
Lieutenant Kirtar OD	Orim's Chant PS
R, 1WW, Creature - Bird Soldier Legend, 2/2. Flying. 1W, Sacrifice Lieutenant Kirtar. Remove target attacking creature from the game.	R, W, Instant. Kicker W. Target player can't play spells this turn. If you paid the kicker cost, creatures can't attack this turn.
Life Burst OD	Orim's Thunder AP
C, 1W, Instant. Target player gains 4 life, then gains 4 life for each card named Life Burst in each graveyard.	C, 2W, Instant. Kicker R. Destroy target artifact or enchantment. If you paid the kicker cost, Orim's Thunder deals damage equal to that artifact or enchantment's converted mana cost to target creature.
Longbow Archer 7th	Orim's Touch IN
U, WW, Creature - Soldier, 2/2. First strike. Longbow Archer may block as though it had flying.	C, W, Instant. Kicker 1. Prevent the next 2 damage that would be dealt to target creature or player this turn. If you paid the kicker cost, prevent the next 4 damage that would be dealt to that creature or player this turn instead.
Luminous Guardian OD	Pacifism 7th
U, 3W, Creature - Guardian, 1/4. W: Luminous Guardian gets +0/+1 until end of turn. 2: Luminous Guardian may block an additional creature this turn.	C, 1W, Enchant Creature. Enchanted creature can't attack or block.
Major Teroh TR	Pariah 7th
R, 3W, Creature - Bird Soldier Legend, 2/3. Flying. 3WW, Sacrifice Major Teroh: Remove all black creatures from the game.	R, 2W, Enchant Creature. All damage that would be dealt to you is dealt to enchanted creature instead.
Manacles of Decay AP	Patrol Hound OD
C, 1W, Enchant Creature. Enchanted creature gets -1/-1 until end of turn. R: Enchanted creature can't block this turn.	C, 1W, Creature - Hound, 2/2. Discard a card from your hand: Patrol Hound gains first strike until end of turn.
March of Souls PS	Pay No Heed TR
R, 4W, Sorcery. Destroy all creatures. They can't be regenerated. For each creature destroyed this way, its controller puts a 1/1 white Spirit creature token with flying into play.	C, W, Instant. Prevent all damage a source of your choice would deal this turn.
Master Apothecary OD	Pianna, Nomad Captain OD
R, WWW, Creature - Cleric, 2/2. Tap an untapped Cleric you control: Prevent the next 2 damage that would be dealt to target creature or player this turn.	R, 1WW, Creature - Nomad Legend, 2/2. Whenever Pianna, Nomad Captain attacks, attacking creatures get +1/+1 until end of turn.
Master Healer 7th	Pilgrim of Justice OD
R, 4W, Creature - Cleric, 1/4. ➡ Prevent the next 4 damage that would be dealt to target creature or player this turn.	C, 2W, Creature - Cleric, 1/3. Protection from red. W: Sacrifice Pilgrim of Justice: The next time a red source of your choice would deal damage this turn, prevent that damage.
Militant Monk TR	Pilgrim of Virtue OD
C, 1WW, Creature - Cleric, 2/1. Attacking doesn't cause Militant Monk to tap. ➡ Prevent the next 1 damage that would be dealt to target creature or player this turn.	C, 2W, Creature - Cleric, 1/3. Protection from black. W: Sacrifice Pilgrim of Virtue: The next time a black source of your choice would deal damage this turn, prevent that damage.
Morningtide TR	Planeswalker's Mirth PS
R, 1W, Sorcery. Remove all cards in all graveyards from the game.	R, 2W, Enchantment. 3W: Target opponent reveals a card at random in his or her hand. You gain life equal to that card's converted mana cost.
Mystic Crusader OD	Pledge of Loyalty IN
R, 1WW, Creature - Nomad Mystic, 2/1. Protection from black and from red. Threshold - Mystic Crusader gets +1/+1 and has flying.	U, 1W, Enchant Creature. Enchanted creature has protection from the colors of permanents you control. This effect doesn't remove Pledge of Loyalty.
Mystic Familiar TR	Poison Remedy PS
C, 1W, Creature - Bird, 1/2. Flying. Threshold - Mystic Familiar gets +1/+1 and has protection from black.	C, W, Instant. Kicker - Sacrifice a land. Prevent the next 3 damage that would be dealt this turn to any number of target creatures and/or players, divided as you choose. If you paid the kicker cost, prevent the next 6 damage this way instead.
Mystic Penitent OD	Possessed Nomad TR
U, W, Creature - Nomad Mystic, 1/1. Attacking doesn't cause Mystic Penitent to tap. Threshold - Mystic Penitent gets +1/+1 and has flying.	R, 2WW, Creature - Nomad Horror, 3/3. Attacking doesn't cause Possessed Nomad to tap. Threshold - Possessed Nomad gets +1/+1, is black, and has 2B, ➡ Destroy target white creature.
Mystic Visionary OD	Prison Barricade IN
C, 1W, Creature - Nomad Mystic, 2/1. Threshold - Mystic Visionary has flying.	C, 1W, Creature - Wall, 1/3. Kicker 1W. If you paid the kicker cost, Prison Barricade comes into play with a +1/+1 counter on it and with "Prison Barricade may attack as though it weren't a Wall."
Mystic Zealot OD	Protective Sphere IN
C, 3W, Creature - Nomad Mystic, 2/4. Threshold - Mystic Zealot gets +1/+1 and has flying.	C, 2W, Enchantment, 1, 1 Pay 1 life: Prevent all
Nomad Decoy OD	
U, 2W, Creature - Nomad, 1/2. W: ➡ Tap target creature. Threshold - WW, ➡ Tap two target creatures.	
Northern Paladin 7th	
R, 2WW, Creature - Knight, 3/3. WW, ➡ Destroy target black permanent.	



143 Cards
16 Black, 4 Gold, 33 Green, 3 Land, 27 Red, 27 Blue, 33 White, 55 Common, 44 Uncommon, 44 Rare.

Bennie Smith's Top 10 tournament cards

1. **Genesis**
2. **Cunning Wish**
3. **Quiet Speculation**
4. **Phantom Centaur**
5. **Solitary Confinement**
6. **Nantuko Monastery**
7. **Balthor the Defiled**
8. **Anurid Brushopper**
9. **Sylvan Safekeeper**
10. **Seedtime**

damage that would be dealt to you this turn by a source of your choice that shares a color with the mana spent on this activation cost.	Pure Reflection IN
R, 2W, Enchantment. Whenever a player plays a creature spell, destroy all Reflections. Then that player puts a white Reflection creature token into play with power and toughness each equal to the converted mana cost of that spell.	Purify 7th
R, 3WW, Sorcery. Destroy all artifacts and enchantments.	Rampant Elephant IN
C, 3W, Creature - Elephant, 2/2. G: Target creature blocks Rampant Elephant this turn if able.	Ray of Distortion OD
C, 3W, Instant. Destroy target artifact or enchantment. Flashback 4WW.	Razorfoot Griffin 7th/IN
C, 3W, Creature - Griffin, 2/2. Flying, first strike	Reborn Hero TR
R, 2W, Creature - Soldier, 2/2. Attacking doesn't cause Reborn Hero to tap. Threshold - When Reborn Hero is put into a graveyard from play, you may pay WW. If you do, return Reborn Hero to play under your control.	Reprisal 7th
U, 1W, Instant. Destroy target creature with power 4 or greater. It can't be regenerated.	Resilient Wanderer OD
U, 2WW, Creature - Nomad, 2/3. First strike. Discard a card from your hand: Resilient Wanderer gains protection from the color of your choice until end of turn.	Restrain IN
C, 2W, Instant. Prevent all combat damage that would be dealt by target attacking creature this turn. Draw a card.	Reverse Damage 7th
R, 1WW, Instant. The next time a source of your choice would deal damage to you this turn, prevent that damage. You gain life equal to the damage prevented this way.	Reviving Dose IN
C, 2W, Instant. You gain 3 life. Draw a card.	Rewards of Diversity IN
U, 2W, Enchantment. Whenever an opponent plays a multicolored spell, you gain 4 life.	Reya Dawnbringer IN
R, 6WWW, Creature - Angel Legend, 4/6. Flying. At the beginning of your upkeep, you may return target creature card from your graveyard to play.	Rolling Stones 7th
R, 1W, Enchantment. Walls may attack as though they weren't Walls.	Rout IN
R, 3WW, Sorcery. You may play Rout any time you could play an instant if you pay 2 more to play it. Destroy all creatures. They can't be regenerated.	Ruhan Djinn IN
U, 5W, Creature - Djinn, 5/5. First strike. Ruhan Djinn gets -2/-2 as long as white is the most common color among all permanents or is tied for most common.	Sacred Ground 7th
R, 1W, Enchantment. Whenever a spell or ability an opponent controls causes a land to be put into your graveyard from play, return that land to play.	Sacred Nectar 7th
C, 1W, Sorcery. You gain 4 life.	Sacred Rites OD
C, W, Instant. Discard any number of cards from your hand. Creatures you control get +0/+1 until end of turn for each card discarded this way.	

Earsplitting Rats

C, 3B, Creature - Rat, 2/1. When Earsplitting Rats comes into play, each player discards a card from his or her hand. Discard a card from your hand: Regenerate Earsplitting Rats.

Filth

U, 3B, Creature - Incarnation, 2/2. Swampwalk. As long as Filth is in your graveyard and you control a swamp, creatures you control have swampwalk.

Grave Consequences

U, 1B, Instant. Each player may remove any number of cards in his or her graveyard from the game. Then each player loses 1 life for each card in his or her graveyard. Draw a card.

Guiltfeeder

R, 3BB, Creature - Horror, 0/4. Guiltfeeder can't be blocked except by artifact creatures and/or black creatures. Whenever Guiltfeeder attacks and isn't blocked, defending player loses 1 life for each card in his or her graveyard.

Masked Gorgon

R, 4B, Creature - Gorgon, 5/5. Green

Samite Elder

R, 2W, Creature - Cleric, 1/2. ➡ Creatures you control gain protection from the colors of target permanent you control until end of turn.

Samite Healer

C, 1W, Creature - Cleric, 1/1. ➡ Prevent the next 1 damage that would be dealt to target creature or player this turn.

Samite Ministration

U, 1W, Instant. Prevent all damage that would be dealt by a source of your choice to you this turn. Whenever damage from a black or red source is prevented this way, you gain life equal to that damage.

Samite Pilgrim

C, 1W, Creature - Cleric, 1/1. ➡ Prevent the next X damage that would be dealt to target creature this turn, where X is the number of basic land types among lands you control.

Sanctimony

U, 1W, Enchantment. Whenever an opponent taps a mountain for mana, you may gain 1 life.

Seasoned Marshal

U, 2WW, Creature - Soldier, 2/2. Whenever Seasoned Marshal attacks, you may tap target creature.

Second Thoughts

C, 4W, Instant. Remove target attacking creature from the game. Draw a card.

Serra Advocate

U, 3W, Creature - Angel, 2/2. Flying. ➡ Target attacking or blocking creature gets +2/+2 until end of turn.

Serra Angel

R, 3WW, Creature - Angel, 4/4. Flying. Attacking doesn't cause Serra Angel to tap.

Serra's Embrace

U, 2WW, Enchant Creature. Enchanted creature gets +2/+2 and has flying. Attacking doesn't cause enchanted creature to tap.

Shackles

C, 2W, Enchant Creature. Enchanted creature doesn't untap during its controller's untap step. W: Return Shackles to its owner's hand.

Shelter

C, 1W, Instant. Target creature you control gains protection from the color of your choice until end of turn. Draw a card.

U, 1W, Enchant Creature. Enchanted creature gets +1/+2 and has protection from black. Madness W

Shield Wall

C, 1W, Instant. Creatures you control get +0/+2 until end of turn.

Skyshroud Falcon

C, 1W, Creature - Bird, 1/1. Flying. Attacking doesn't cause Skyshroud Falcon to tap.

Soulcatcher

U, 1W, Creature - Bird Soldier, 1/1. Flying. Whenever a creature with flying is put into a graveyard from play, put a +1/+1 counter on Soulcatcher.

Southern Paladin

R, 2WW, Creature - Knight, 3/3. WW, ➡ Destroy target red permanent.

Spectral Lynx

R, 1W, Creature - Cat, 2/1. Protection from green. B: Regenerate Spectral Lynx.

Sphere of Duty

U, 3W, Enchantment. If a green source would deal damage to you, prevent 2 of that damage.

Sphere of Grace

U, 3W, Enchantment. If a black source would deal damage to you, prevent 2 of that damage.

Sphere of Law

U, 3W, Enchantment. If a red source would deal damage to you, prevent 2 of that damage.

Sphere of Reason

U, 3W, Enchantment. If a blue source would deal damage to you, prevent 2 of that damage.

Sphere of Truth

U, 3W, Enchantment. If a white source would deal damage to you, prevent 2 of that damage.

Spirit Flare

C, 3W, Instant. Tap target untapped creature you control. If you do, it deals damage equal to its power to target attacking or blocking creature an opponent controls. Flashback - 1W, Pay 3 life.

Spirit Link

U, W, Enchant Creature. Whenever enchanted creature deals damage, you gain that much life.

Spirit of Resistance

R, 2W, Enchantment. If you control a permanent of each color, prevent all damage that would be dealt to you.

Spirit Weaver

U, 1W, Creature - Wizard, 2/1. 2: Target green or blue creature gets +0/+1 until end of turn.

Spiritualize

U, 2W, Instant. Until end of turn, whenever target creature deals damage, you gain that much life. Draw a card.

Standard Bearer

C, 1W, Creature - Flagbearer, 1/1. If a spell or ability an opponent controls could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

Standing Troops

C, 2W, Creature - Soldier, 1/4. Attacking doesn't cause Standing Troops to tap.

Starlight

U, 1W, Sorcery. You gain 3 life for each black creature target opponent controls.

Staunch Defenders

U, 3WW, Creature - Soldier, 3/4. When Staunch Defenders comes into play, you gain 4 life.

Stern Judge

U, 2W, Creature - Cleric, 2/2. ➡ Each player loses 1 life for each swamp he or she controls.

Strength of Isolation

U, 1W, Enchant Creature. Enchanted creature gets +1/+2 and has protection from black. Madness W

Strength of Unity

C, 3W, Enchant Creature. Enchanted creature gets +1/+1 for each basic land type among lands you control.

Sunscape Apprentice

C, W, Creature - Wizard, 1/1. G. ➡ Target creature gets +1/+1 until end of turn. U: ➡ Put target creature you control on top of its owner's library.

Sunscape Battlemage

U, 2W, Creature - Wizard, 2/2. Kicker 1G and/or 2U. When Sunscape Battlemage comes into play, if you paid the 1G kicker cost, destroy target creature with flying. When Sunscape Battlemage comes into play, if you paid the 2U kicker cost, draw two cards.

Sunscape Familiar

C, 1W, Creature - Wall, 0/3. Green spells and blue spells you play cost 1 less to play.

Sunscape Master

R, 2WW, Creature - Wizard, 2/2. GG, ➡ Creatures you control get +2/+2 until end of turn. UU, ➡ Return target creature to its owner's hand.

Sunweb

R, 3W, Creature - Wall, 5/6. Flying. Sunweb can't block creatures with power 2 or less.

Surprise Deployment

U, 3W, Instant. Play Surprise Deployment only during combat. Put a nonwhite creature card from your hand into play. At end of turn, return that creature to your hand.

Sustainer of the Realm

U, 2WW, Creature - Angel, 2/3. Flying. Whenever Sustainer of the Realm blocks, it gets +0/+2 until end of turn.

Tattoo Ward

U, 2W, Enchant Creature. Enchanted creature gets +1/+1 and has protection from enchantments. This effect doesn't remove Tattoo Ward. Sacrifice Tattoo Ward: Destroy target enchantment.

Teroh's Care

U, 2W, Enchantment. W: Sacrifice an enchantment: Destroy target enchantment. 3UU: Counter target enchantment spell.

Teroh's Faithful

C, 3W, Creature - Cleric, 1/4. When Teroh's Faithful comes into play, you gain 4 life.

Teroh's Vanguard

U, 3W, Creature - Nomad, 2/3. You may play Teroh's Vanguard any time you could play an instant. Threshold - When Teroh's Vanguard comes into play, creatures you control gain protection from black until end of turn.

Testament of Faith

U, W, Enchantment. X: Testament of Faith becomes an X/X Wall creature until end of turn. It's still an enchantment.

Tireless Tribe

C, W, Creature - Nomad, 1/1. Discard a card from your hand: Tireless Tribe gets +0/+4 until end of turn.

Transcendence

R, 3WWW, Enchantment. You don't lose the game for having 0 or less life. When you have 20 or more life, you lose the game. Whenever you lose life, you gain 2 life for each 1 life you lost.

Venerable Monk

C, 2W, Creature - Cleric, 2/2. When Venerable Monk comes into play, you gain 2 life.

Vengeance

U, 3W, Sorcery. Destroy target tapped creature.

Vengeful Dreams

R, WW, Instant. As an additional cost to play Vengeful Dreams, discard X cards from your hand. Remove X target attacking creatures from the game.

Voice of All

U, 2WW, Creature - Angel, 2/2. Flying. As Voice of All comes into play, choose a color. Voice of All has protection from the chosen color.

Wall of Swords

U, 3W, Creature - Wall, 3/5. Flying

Wayfaring Giant

U, 5W, Creature - Giant, 1/3. Wayfaring Giant gets +1/+1 for each basic land type among lands you control.

Wayward Angel

R, 4WW, Creature - Angel Horror, 4/4. Flying. Attacking doesn't cause Wayward Angel to tap. Threshold - Wayward Angel gets +3/+3, is black, has trample, and has "At the beginning of your upkeep, sacrifice a creature."

Window

U, 1W, Instant. Destroy target nonland permanent if another permanent with the same name is in play. Draw a card.

Worship

R, 3W, Enchantment. If you control a creature, damage that would reduce your life total to less than 1 reduces it to 1 instead.

Wrath of God

R, 2WW, Sorcery. Destroy all creatures. They can't be regenerated.

Player's Guide

creatures and white creatures have protection from Gorgons. Threshold - Masked Gorgon has protection from green and from white.

Morality Shift

R, 5BB, Sorcery. Exchange your graveyard and library. Then shuffle your library.

Rats' Feast

C, XB, Sorcery. Remove X target cards in a single graveyard from the game.

Stitch Together

U, BB, Sorcery. Return target creature card from your graveyard to your hand. Threshold - Instead return that card from your graveyard to play.

Sutured Ghoul

R, 4BB, Creature - Zombie, */*. Trample. As Sutured Ghoul comes into play, remove any number of creature cards in your graveyard from the game. Sutured Ghoul's power is equal to the total power of the removed cards and its toughness is equal to their total toughness. (A * on a card not in play is 0.)

Toxic Stench

C, 1B, Instant. Target nonblack creature gets -1/-1 until end of turn. Threshold - Instead destroy that creature. It can't be regenerated.

ture gets -1/-1 until end of turn. Threshold - Instead destroy that creature. It can't be regenerated.

Teacherous Vampire

U, 4B, Creature - Vampire, 4/4. Flying. Whenever Teacherous Vampire attacks or blocks, sacrifice it unless you remove a card in your graveyard from the game. Threshold - Teacherous Vampire gets +2/+2 and has "When Teacherous Vampire is put into a graveyard from play, you lose 6 life."

Teacherous Werewolf

C, 2B, Creature - Minion Wolf, 2/2. Threshold - Teacherous Werewolf gets +2/+2 and has "When Teacherous Werewolf is put into a graveyard from play, you lose 4 life."

Blue

Aven Fogbringer

C, 3U, Creature - Bird Wizard, 2/1. Flying. When Aven Fogbringer comes into play, return target land to its owner's hand.

Cephalid Constable

R, 1UU, Creature - Cephalid Wizard, 1/1. Whenever Cephalid Constable deals

The Top Judgment Cards

by Bennie Smith & Anthony Alongi

Multiplayer #5: Hunting Grounds

Anthony: Since you don't have to pay the mana cost for your creature, this is like a super-**Aluren**, meant only for you. You need threshold, but that's not difficult if you have **Wild Mongrels** and **Patrol Hound**. If you've been paying attention since *Odyssey*, you should have a million ideas about how to get cards in your graveyard. The best two tricks with this card (other than the enormous creatures you'll be pounding down) are **Fleetfoot Panther**, which lets you save a creature, and **Stern Proctor**, which lets you save Grounds.

Bennie: A great complement to cards like **Howling Mine** and **Well of Knowledge**, giving everyone access to more spells, while you toss out creatures for free.



Cunning Wish

R, 2U, Instant. Choose an instant card you own from outside the game, reveal that card, and put it into your hand. Remove *Cunning Wish* from the game.

Defy Gravity

C, U, Instant. Target creature gains flying until end of turn. Flashback U

Envelop

C, U, Instant. Counter target sorcery spell.

Flash of Insight

U, XIU, Instant. Look at the top X cards of your library. Put one of them into your hand and the rest on the bottom of your library. Flashback -1U. Remove X blue cards in your graveyard from the game. (You can't remove Flash of Insight to pay for its own flashback cost.)

Grip of Amnesia

C, U, Instant. Counter target spell unless its controller removes his or her graveyard from the game. Draw a card.

Hapless Researcher

C, U, Creature - Wizard, 1/1. Sacrifice Hapless Researcher: Draw a card, then discard a card from your hand.

Keep Watch

C, 2U, Instant. Draw a card for each attacking creature.

Laquatus's Disdain

U, 1U, Instant. Counter target spell played from a graveyard. Draw a card.

Lost in Thought

C, 1U, Enchant Creature. Enchanted creature can't attack or block and its activated abilities can't be played. Its controller may remove three cards in his or

her graveyard from the game to ignore this ability until end of turn.

Mental Note

C, U, Instant. Put the top two cards of your library into your graveyard. Draw a card.

Mirror Wall

C, 3U, Creature - Wall, 3/4. W: Mirror Wall may attack this turn as though it weren't a Wall.

Mist of Stagnation

R, 3UU, Enchantment. Permanents don't untap during their controllers' untap steps. At the beginning of each player's upkeep, that player untaps a permanent for each card in his or her graveyard.

Quiet Speculation

U, 1U, Sorcery. Search target player's library for up to three cards with flashback and put them into that player's graveyard. Then the player shuffles his or her library.

Scalpellexis

R, 4U, Creature - Beast, 1/5. Flying. Whenever Scalpellexis deals combat damage to a player, that player removes the top four cards of his or her library from the game. If two or more of those cards have the same name, repeat this process.

Spelljack

R, 3UUU, Instant. Counter target spell. If it's countered this way, remove it from the game instead of putting it into its owner's graveyard. As long as it remains removed from the game, you may play it as though it were in your hand without paying its mana cost. If it has X in its mana cost, X is 0.

Multiplayer #4: Breaking Point

Anthony: Six damage isn't always a lot in multiplayer, but I see group games busting out *Breaking Point* early, to gauge how important an early army is to each player. In the late game, as armies become more complex and precious, *Breaking Point* is a six-damage spell — who's taking it? Be sure you ask each player in order, starting with the caster and going left.

Bennie: Mix with **Furnace of Rath** to make one choice more painful, and **Moonlit Wake** to make the other side feel nice. **Shard Phoenix**, **Shivan Phoenix**, and **Bogardan Phoenix**, along with **Rukh Egg**, give red plenty of ways to break the creature-sweeping parity.



Telekinetic Bonds

R, 2UUU, Enchantment. Whenever a player discards a card from his or her hand, you may pay 1U. If you do, tap or untap target permanent.

Web of Inertia

U, 2U, Enchantment. At the beginning of each opponent's combat phase, that player may remove a card in his or her graveyard from the game. If the player doesn't, creatures he or she controls can't attack you this turn.

Wonder

U, 3U, Creature - Incarnation, 2/2. Flying. As long as Wonder is in your graveyard and you control an island, creatures you control have flying.

Wormfang Behemoth

R, 3UU, Creature - Nightmare Beast, 5/5. When Wormfang Behemoth comes into play, remove all cards in your hand from the game. When Wormfang Behemoth leaves play, return the removed cards to their owner's hand.

Wormfang Crab

U, 3U, Creature - Nightmare Crab, 3/6. Wormfang Crab is unblockable. When Wormfang Crab comes into play, an opponent chooses a permanent you control and removes it from the game. When Wormfang Crab leaves play, return the removed card to play under its owner's control.

Wormfang Drake

C, 2U, Creature - Nightmare Drake, 3/4. Flying. When Wormfang Drake comes into play, sacrifice it unless you remove a creature you control other than Wormfang Drake from the game. When Wormfang Drake leaves play, return the removed card to play under its owner's control.

Wormfang Manta

R, 5UU, Creature - Nightmare Beast, 6/1. Flying. When Wormfang Manta comes into play, you skip your next turn. When Wormfang Manta leaves play, you take an extra turn after this one.

Wormfang Newt

C, 1U, Creature - Nightmare Beast, 2/2. When Wormfang Newt comes into play, remove a land you control from the game. When Wormfang Newt leaves play, return the removed card to play under its owner's control.

Wormfang Turtle

U, 2U, Creature - Nightmare Beast, 2/4. When Wormfang Turtle comes into play, remove a land you control from the game. When Wormfang Turtle leaves play, return the removed card to play under its owner's control.

GOLD

Anurid Brushhooper

R, 1GW, Creature - Beast, 3/4. Discard two cards from your hand: Remove Anurid Brushhooper from the game. Return it to play under its owner's control at end of turn.

Hunting Grounds

R, GW, Enchantment. Threshold - Whenever an opponent plays a spell, you may put a creature card from your hand into play.

Mirari's Wake

R, 3GW, Enchantment. Creatures you control get +1/+1. Whenever you tap a land for mana, add one mana to your mana pool of any type that land produced.

Phantom Nishoba

R, 5GW, Creature - Beast Spirit, 0/0. Trample. Phantom Nishoba comes into play with seven +1/+1 counters on it. Whenever Phantom Nishoba deals damage, you gain that much life. If damage would be dealt to Phantom Nishoba, prevent that damage. Remove a +1/+1 counter from Phantom Nishoba.

GREEN

Anurid Barkripper

C, 1GG, Creature - Beast, 2/2. Threshold - Anurid Barkripper gets +2/+2.

Anurid Swarmsnapper

U, 2G, Creature - Beast, 1/4. Anurid Swarmsnapper may block as though it had flying. 1G: Anurid Swarmsnapper may block an additional creature this turn.

Battlefield Scrounger

C, 3GG, Creature - Centaur, 3/3. Threshold - Put three cards from your graveyard on the bottom of your library. Battlefield Scrounger gets +3/+3 until end of turn. Play this ability only once each turn.

Brawn

U, 3G, Creature - Incarnation, 3/3. Trample. As long as Brawn is in your graveyard and you control a forest, creatures you control have trample.

Canopy Claws

C, G, Instant. Target creature loses flying until end of turn. Flashback G

Centaur Rootcaster

C, 3G, Creature - Centaur Druid, 2/2. Whenever Centaur Rootcaster deals combat damage to a player, you may search your library for a basic land card and put that card into play tapped. If you do, shuffle your library.

Crush of Wurms

R, 6GGG, Sorcery. Put three 6/6 green Wurm creature tokens into play. Flashback 9GGG

Elephant Guide

U, 2G, Enchant Creature. Enchanted creature gets +3/+3. When enchanted creature is put into a graveyard, put a 3/3 green Elephant creature token into play.

Epic Struggle

R, 2GG, Enchantment. At the beginning of your upkeep, if you control twenty or more creatures, you win the game.

Erhnam Djinn

R, 3G, Creature - Djinn, 4/5. At the beginning of your upkeep, target non-Wall creature an opponent controls gains forestwalk until your next upkeep.

Exoskeletal Armor

U, 1G, Enchant Creature. Enchanted creature gets +X/+X, where X is the number of creature cards in all graveyards.

Folk Medicine

C, 2G, Instant. You gain 1 life for each creature you control. Flashback 1W

Forcemage Advocate

U, 1GC, Creature - Centaur, 2/1. Return target card in an opponent's graveyard to his or her hand. Put a +1/+1 counter on target creature.

Tournament #5: Solitary Confinement

Bennie: It seems like the designers worried about this card being overpowered, so they added two drawbacks, thinking they'd fixed it. I think they were wrong. **Masticore** and **Necropotence** were "fixed" with similar drawbacks, and look what resulted. There's plenty of card-drawing available to get around the drawback. Whether used as a lock card or to buy time, this enchantment will bring back main-deck enchantment destruction in Type 2.

Anthony: This looks like partial fulfillment of Wizards' promise to bring back "combo lite" someday. What will black and red do about this? The same thing they did about **Light of Day** and **Worship**: roll over and whimper.



Genesis

R, 4G, Creature - Incarnation, 4/4. At the beginning of your upkeep, if Genesis is in your graveyard, you may pay 2G. If you do, return target creature card from your graveyard to your hand.

Giant Warthog

C, 5G, Creature - Beast, 5/5. Trample

Grizzly Fate

U, 3GG, Sorcery. Put two 2/2 green Bear creature tokens into play. Threshold - Instead put four 2/2 green Bear creature tokens into play. Flashback 5GG

Harvester Druid

C, 1G, Creature - Druid, 1/1. Add to your mana pool one mana of any color that a land you control could produce.

Ironshell Beetle

C, 1G, Creature - Insect, 1/1. When Ironshell Beetle comes into play, put a +1/+1 counter on target creature.

Krosan Reclamation

U, 1G, Instant. Target player shuffles up to two target cards from his or her graveyard into his or her library. Flashback 1G

Krosan Wayfarer

C, G, Creature - Druid, 1/1. Sacrifice Krosan Wayfarer: Put a land card from your hand into play.

Living Wish

R, 1G, Sorcery. Choose a creature or land card you own from outside the game, reveal that card, and put it into your hand. Remove Living Wish from the game.

Nantuko Tracer

C, 1G, Creature - Insect Druid, 2/1. When Nantuko Tracer comes into play, you may put target card from a graveyard on the bottom of its owner's library.

Nullimage Advocate

C, 2G, Creature - Insect Druid, 2/3. Return two target cards in an oppo-

nent's graveyard to his or her hand. Destroy target artifact or enchantment.

Phantom Centaur

U, 2GG, Creature - Centaur Spirit, 2/0. Protection from black. Phantom Centaur comes into play with three +1/+1 counters on it. If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Phantom Nantuko

R, 2G, Creature - Insect Spirit, 0/0. Trample. Phantom Nantuko comes into play with two +1/+1 counters on it. If damage would be dealt to Phantom Nantuko, prevent that damage. Remove a +1/+1 counter from Phantom Nantuko. Put a +1/+1 counter on Phantom Nantuko.

Phantom Tiger

C, 2G, Creature - Cat Spirit, 1/0. Phantom Tiger comes into play with two +1/+1 counters on it. If damage would be dealt to Phantom Tiger, prevent that damage. Remove a +1/+1 counter from Phantom Tiger.

Seedtime

R, 1G, Instant. Play Seedtime only during your turn. Take an extra turn after this one if an opponent played a blue spell this turn.

Serene Sunset

U, XG, Instant. Prevent all combat damage X target creatures would deal this turn.

Sudden Strength

C, 3G, Instant. Target creature gets +3/+3 until end of turn. Draw a card.

Sylvan Safekeeper

R, G, Creature - Wizard, 1/1. Sacrifice a land: Target creature you control can't be the target of spells or abilities this turn.

Thriss, Nantuko Primus

R, 5GG, Creature - Insect Druid Leg-end, 5/5, G. Target creature gets +3/+5 until end of turn.

Multiplayer #3: Glory

Anthony: All the incarnations are excellent in group play, since they warn your opponents that they'll give you a continual gift if the creature dies. Of the seven in *Judgment*, Glory is perhaps the most stunning — 3/3 flyers for 5 mana are decent in any environment, and upon death it gives your army a mix of flexible defense and finishing offense.

Bennie: Anthony's planning on casting incarnations? I want 'em directly in the graveyard, whether from **Intuition** or **Entomb**. The beauty of Glory in a group game is that it will focus your opponent's removal on players who don't have uncounterable protection at their disposal, while allowing you to help other players when politically advantageous.



Tournament #3: Quiet Speculation

Bennie: At first, this card seems simple and not overly powerful. Then you think about cards with cheap flashback for the effect, like **Roar of the Wurm**, **Deep Analysis**, and **Acorn Harvest**. It'd be playable at four mana; at two mana, it's amazing!

Anthony: Solitary Confinement and Possessed Centaur will make it tough for red and black decks, so blue already gained by default. Now this comes along...



Tunneler Wurm

U, 6GG, Creature — Wurm, 6/6. Discard a card from your hand: Regenerate Tunneler Wurm.

Venomous Vines

C, 2GG, Sorcery. Destroy target enchanted permanent.

LAND

Krosan Verge

U, Land. Krosan Verge comes into play tapped. Add one colorless mana to your mana pool. 2, Sacrifice Krosan Verge: Search your library for a forest card and a plains card and put them into play tapped. Then shuffle your library.

Nantuko Monastery

U, Land. Add one colorless mana to your mana pool. Threshold — GW: Nantuko Monastery becomes a 4/4 green and white creature with first strike until end of turn. It's still a land.

Riftstone Portal

U, Land. Add one colorless mana to your mana pool. As long as Riftstone Portal is in your graveyard, lands you control have "Add G or W to your mana pool."

RED

Anger

U, 3R, Creature — Incarnation, 2/2. Haste. As long as Anger is in your graveyard and you control a mountain, creatures you control have haste.

Arcane Teachings

C, 2R, Enchant Creature. Enchanted creature gets +2/+2 and has "Target creature deals 1 damage to target creature or player."

Barbarian Bully

C, 2R, Creature — Barbarian, 2/2. Discard a card at random from your hand: Barbarian Bully gets +2/+2 until end of turn unless a player has Barbarian Bully deal 4 damage to him or her. Play this ability only once each turn.

Book Burning

C, 1R, Sorcery. Unless a player has Book Burning deal 6 damage to him or

Multiplayer #2: Living Wish

Anthony: The wish cards are all intriguing for multiplayer. I give the edge to Living Wish to win most casual players' hearts. In a green-blue deck, you'd be able to get any of the best creatures in the game — **Verdant Force**, **Morphling**, or **Masticores**. Have trouble dealing with creatures? That's OK — get **Maze of Ith** or **Karakas** if there's something you can't handle. "Out of the game" can mean many things in casual play. Agree on a common definition with your friends before you start a game with a wish card in your deck.

Bennie: I'm lucky enough to own a **Ring of Mar'uf**. When I play with it, I carry a time-saving "Box of Mar'uf" with all the cards I might want. I suggest a Box of Wishes full of utility creatures like **Woodripper** and **Squall-monger** and utility lands like **Thawing Glaciers** and **Glacial Chasm**.



Goretusk Firebeast comes into play, it deals 4 damage to target player.

Infectious Rage

U, 1R, Enchant Creature. Enchanted creature gets +2/+1. When enchanted creature is put into a graveyard, choose a creature at random Infectious Rage can enchant. Return Infectious Rage to play enchanting that creature.

Jeska, Warrior Adept

R, 2RR, Creature — Barbarian Legend, 3/1. First strike, haste. Jeska, Warrior Adept deals 1 damage to target creature or player.

Lava Dart

C, R, Instant. Lava Dart deals 1 damage to target creature or player. Flashback — Sacrifice a mountain.

Liberated Dwarf

C, R, Creature — Dwarf, 1/1. R. Sacrifice Liberated Dwarf: Target green creature gets +1/+4 and gains first strike until end of turn.

Lightning Surge

R, 3RR, Sorcery. Lightning Surge deals 4 damage to target creature or player. Threshold — Instead Lightning Surge deals 6 damage to that creature or player and the damage can't be prevented. Flashback 5RR

Planar Chaos

U, 2R, Enchantment. At the beginning of your upkeep, flip a coin. If you lose the flip, sacrifice Planar Chaos. Whenever a player plays a spell, that player flips a coin. If he or she loses the flip, creature that spell.

Shaman's Trance

R, 2R, Instant. Until end of turn, other players can't play cards from their graveyards, and you may play cards from other players' graveyards as though they were in your graveyard.

Soulgorger Orgg

U, 3RR, Creature — Nightmare Orgg, 6/6. Trample. When Soulgorger Orgg comes into play, you lose all but 1 life. When Soulgorger Orgg leaves play, you gain life equal to the life you lost when it came into play.

Spellgorger Barbarian

C, 3R, Creature — Nightmare Barbarian, 3/1. When Spellgorger Barbarian comes into play, discard a card at random from your hand. When Spellgorger Barbarian leaves play, draw a card.

Swelter

U, 3R, Sorcery. Swelter deals 2 damage to each of two target creatures.

Swirling Sandstorm

C, 3R, Sorcery. Threshold — Swirling Sandstorm deals 5 damage to each creature without flying.

Worldgorger Dragon

R, 3RRR, Creature — Nightmare Dragon, 7/7. Flying, trample. When Worldgorger Dragon comes into play, remove all other permanents you control from the game. When Worldgorger Dragon leaves play, return the removed cards to play under their owners' control.

WHITE

Ancestor's Chosen

U, 5WW, Creature — Cleric, 4/4. First strike. When Ancestor's Chosen comes

into play, you gain 1 life for each card in your graveyard.

Aven Warcraft

U, 2W, Instant. Creatures you control get +0/+2 until end of turn. Threshold — Creatures you control also gain protection from the color of your choice until end of turn.

Battle Screech

U, 2WW, Sorcery. Put two 1/1 white Bird creature tokens with flying into play. Flashback — Tap three untapped white creatures you control.

Battlewielder Aven

C, 3W, Creature — Bird Soldier, 2/2. Flying. Threshold — Battlewielder Aven gets +1/+1 and has first strike.

Benevolent Bodyguard

C, W, Creature — Cleric, 1/1. Sacrifice Benevolent Bodyguard: Target creature you control gains protection from the color of your choice until end of turn.

Border Patrol

C, 4W, Creature — Nomad, 1/6. Attacking doesn't cause Border Patrol to tap.

Cagemall

C, 1W, Enchant Creature. Enchanted creature gets +2/+2 and can't attack.

Chastise

U, 3W, Instant. Destroy target attacking creature. You gain life equal to its power.

Commander Eesha

R, 2WW, Creature — Bird Soldier Legend, 2/4. Flying, protection from creatures

Funeral Pyre

C, W, Instant. Remove target card in a graveyard from the game. Its owner puts a 1/1 white Spirit creature token with flying into play.

Glory

R, 3WW, Creature — Incarnation, 3/3. Flying, 2W: Creatures you control gain protection from the color of your choice until end of turn. Play this ability only if Glory is in your graveyard.

Golden Wish

R, 3WW, Sorcery. Choose an artifact or enchantment card you own from outside the game, reveal that card, and put it into your hand. Remove Golden Wish from the game.

Guided Strike

C, 1W, Instant. Target creature gets +1/+4 and gains first strike until end of turn. Draw a card.

Lead Astray

C, 1W, Instant. Tap up to two target creatures.

Nomad Mythmaker

R, 2W, Creature — Cleric, 2/2. W: Put target enchant creature card from a graveyard into play enchanting a creature you control. (You control that enchantment.)

Phantom Flock

U, 3WW, Creature — Bird Soldier Spirit, 0/0. Flying. Phantom Flock comes into play with three +1/+1 counters on it. If damage would be dealt to Phantom Flock, prevent that damage. Remove a +1/+1 counter from Phantom Flock.

Phantom Nomad

C, 1W, Creature — Nomad Spirit, 0/0. Phantom Nomad comes into play with two +1/+1 counters on it. If damage

Tournament #2: Cunning Wish

Bennie: For tournaments, nothing beats being able to tutor for instants at instant speed, and the ability to fetch cards from your sideboard in the first game gives Silver Bullet Theory a whole new dimension. Expect to see lots of single copies of instants in sideboards, like **Fact or Fiction**, **Hibernation**, **Divert**, **Seedtime**, **Sudden Impact**, and **Ghastly Demise**.

Anthony: Blue never gets good instants — wait, I forgot I wasn't writing for *Fantasy & Science Fiction* magazine. In Standard this will rock; in Extended and Type I, it will border on terrifying. The only chance opponents have against Wish strategies is the loss of tempo they represent; I'm not sure Cunning Wish gives up enough of it.



would be dealt to Phantom Nomad, prevent that damage. Remove a +1/+1 counter from Phantom Nomad.

Prismatic Strands

C, 2W, Instant. Prevent all damage that sources of the color of your choice would deal this turn. Flashback — Tap an untapped white creature you control.

Pulsemage Advocate

R, 2W, Creature — Cleric, 1/3. Return three target cards in an opponent's graveyard to his or her hand. Return target creature card from your graveyard to play.

Ray of Revelation

C, 1W, Instant. Destroy target enchantment. Flashback G

Selfless Exorcist

R, 3WW, Creature — Cleric, 3/4. Remove target creature card in a graveyard from the game. That card deals damage equal to its power to Selfless Exorcist. (A * on a card not in play is 0.)

Shieldmage Advocate

C, 2W, Creature — Cleric, 1/3. Return target card in an opponent's graveyard to his or her hand. Prevent all damage that would be dealt to target creature or player this turn by a source of your choice.

Silver Seraph

R, 5WW, Creature — Angel, 6/6. Flying. Threshold — Other creatures you control get +2/+2.

Solitary Confinement

R, 2W, Enchantment. At the beginning of your upkeep, sacrifice Solitary Confinement unless you discard a card from your hand. Skip your draw step. You can't be the target of spells or abilities. Prevent all damage that would be dealt to you.

Soulcatchers' Aerie

U, 1W, Enchantment. Whenever a Bird

is put into your graveyard from play, put a feather counter on Soulcatchers' Aerie. All Birds get +1/+1 for each feather counter on Soulcatchers' Aerie.

Spirit Cairn

U, 2W, Enchantment. Whenever a player discards a card from his or her hand, you may pay W. If you do, put a 1/1 white Spirit creature token with flying into play.

Spurnmage Advocate

U, W, Creature — Nomad, 1. Return two target cards in an opponent's graveyard to his or her hand. Destroy target attacking creature.

Suntail Hawk

C, W, Creature — Bird, 1/1. Flying

Test of Endurance

R, 2WW, Enchantment. At the beginning of your upkeep, if you have 50 or more life, you win the game.

Trained Pronghorn

C, 1W, Creature — Antelope, 1/1. Discard a card from your hand: Prevent all damage that would be dealt to Trained Pronghorn this turn.

Unquestioned Authority

U, 2W, Enchant Creature. When Unquestioned Authority comes into play, draw a card. Enchanted creature has protection from creatures.

Valor

U, 3W, Creature — Incarnation, 2/2. First strike. As long as Valor is in your graveyard and you control a plains, creatures you control have first strike.

Vigilant Sentry

C, 1WW, Creature — Nomad, 2/2. Threshold — Vigilant Sentry gets +1/+1 and has "Target attacking or blocking creature gets +3/+3 until end of turn."



Tournament #1: Genesis

Bennie: I loved Oath of Ghouls potency against counterspells and creature-removal. Genesis fills the same role, costing mana to activate but sitting in the relative safety of your discard pile and working just for you. Whether you pitch it to **Wild Mongrel** to keep dead weenies coming back or get completely twisted with **Buried Alive** and **Entomb**, this is pure reusable card advantage.

Anthony: An incarnation you don't bother playing as a creature, in any format. **Tainted Wood** and **Yavimaya Coast** should see lots of play with it — like **Glory**, it doesn't require a specific basic land in play. Look for it in established decks like blue-black Psychatog, as well as probable new types like blue-white with **Solitary Confinement**.



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WORLDWIDE

Grand Prix: Barcelona, Spain Mar. 23-24, Odyssey Block Limited

Falling a week after Pro Tour Osaka, many top players, including Kai Budde, passed on this event. After 14 rounds, Noah Boeken drafted a stellar blue-black deck and smashed his way through the top eight, defeating Christoph Lippert in the finals.

Grand Prix: Kuala Lumpur, Malaysia Mar. 30-31, Odyssey Block Limited

Four of the top eight players at this Grand Prix were from Singapore. After a chaotic draft, American Alex Shvartsman was poised to win, but was bounced in the quarterfinals. Ding Yuan Leong, who drafted a blazing red-black deck, faced the player who knocked out Shvartsman, Chang Chua, in the finals. The finals went

PREMIERE EVENT STANDINGS

GP Barcelona	GP Naples
1. Noah Boeken	1. Pierre Malherbaud
2. Christoph Lippert	2. Jelger Wiegersma
3. Olivier Ruel	3. Kai Budde
4. Carlos Barrado	4. Olivier Ruel
5. Stan van der Velden	5. Patrick Mello
6. Reinhard Blech	6. Iwan Tan
7. Raphael Levy	7. Raphael Levy
8. Franck Canu	8. Christoph Lippert
GP Kuala Lumpur	Pro Tour Nice
1. Ding Yuen Leong	1. Eivind Nitter
2. Chang Chua	2. Abraham Snepvangers
3. Yujian Zhou	3. Svend Geertsen
4. Veerapat Sirilertvorakul	4. Brian Davis
5. Alex Shvartsman	5. Kai Budde
6. Nicholas Wong	6. Anton Jonsson
7. Tobey Tamber	7. Gary Talim
8. Edsel Alvarez	8. Benjamin Niedrig

ON THE ROAD

convention & special event reports

by Joshua Claytor

through the full three games, with Leong winning the final match and the tournament.

Grand Prix: Naples, Italy Apr. 6-7, Odyssey Block Limited

The last European Grand Prix event to use Odyssey Block limited attracted 296 players. Pierre Malherbaud drafted a tight black-green squirrel-infested deck to win over Jelger Wiegersma's green-blue deck in the final.

Pro Tour: Nice, France May 3-5, Odyssey Block Limited

Eivind Nitter needed a win in round 14 to

make the top eight. Nitter drafted his way past Ed Fear, the consensus favorite for that round, to make it to the quarterfinals. Bram Snepvangers defeated Kai Budde and Brian Davis to set himself up for the championship meeting with Eivind. Nitter's Red-Green deck dispatched Snepvangers' Blue-white-black quickly to net Nitter the \$30,000 top prize.

Masters Series: Nice, France May 2-5, Extended

Sixteen of the 30 qualified players for this event were American, but only one made it to the top four — Justin Gary, who defeated Antoine Ruel in the semi-finals. Meanwhile, Alexander Witt's Super-Gro deck beat Kai Budde and his Trix deck to face Gary's Oath of Druids deck in the final. On paper, Oath should win this matchup, but Witt pulled out a 2-1 victory to take the title.

TOP 10 PLAYERS

Limited	Constructed	Composite
1. Jeff W. Cunningham, Vancouver, BC, Canada	1. Sylvain Lauriol, Bagnols sur Ceze, France	1. Kai Budde, Hamburg, Germany
2. Donald Gallitz, Springfield, Va.	2. Robert R Dougherty, Cambridge, Mass.	2. Sol Malka, Dunwoody, Ga.
3. Sol Malka, Dunwoody, Ga.	3. Ken B Ho, San Francisco, Calif.	3. Jens Thorn, Umea, Sweden
4. Jeff K. Fung, Richmond, BC, Canada	4. Tomi A Walamies, Kauniainen, Finland	4. Ken B Ho, San Francisco, Calif.
5. Kai Budde, Hamburg, Germany	5. Osy I Lebedowicz, Union, N.J.	5. Osy I Lebedowicz, Union, N.J.
6. Neil N. Reeves, Little Rock, Ark.	6. Jens Thorn, Umea, Sweden	6. Robert R Dougherty, Cambridge, Mass.
7. Andrew Wolf, Roswell, Ga.	7. Kai Budde, Hamburg, Germany	6. Jeff W. Cunningham, Vancouver, BC, Canada
7. Kamiel K Cornelissen, Enschede, Netherlands	8. Geoffrey Siron, Bruxelles, Belgium	8. Olivier Ruel, Aubervilliers, France
9. Tommi A K Hovi, Helsinki, Finland	9. J Gary Wise, Surrey, England	9. Eric L Froehlich, Springfield, Va.
10. Farid Meraghni, Vitry Sur Seine, France	10. Gerard Fabiano, Belleville, N.J.	10. Christoph A Lippert, München, Germany

Teamwork pays off in Magic

Magic: The Gathering is, at heart, an individual game. Pro Tours and Grand Prix events are won by individuals. In the course of a tournament, every single player plays every round against other single players. Given this focus on the individual in tournament-level Magic, what's the value of forming your own Magic team?

First, a Magic team ensures you'll always have people to play Magic with. Got Monday nights free? Chances are, one of your teammates has that time off, too. You could get together and practice for upcoming tournaments and test new deck ideas. If there's a night that works for many of you, you could all get together and playtest.

Another major benefit of having teammates is access to their ideas. You may be an excellent player but a mediocre deck-builder, while one of your friends is an excellent deckbuilder but a substandard player. Playtesting with your teammates is a great way to find out what decks are

mastyr

Skills for survival!

by Mary Van Tyne

Team Vicious Bombings



It's amazing what a little teamwork can accomplish ...

viable in which formats, especially formats that are constantly changing. Instead of wondering how your favorite deck matches up against the current Type 2 field, you and your teammates can each build one popular deck so everybody gets a chance to test their theories.

A particularly enjoyable aspect of being on a team is the chance to travel to large tournaments with friends. Team Vicious Bombings took a road trip to Salt Lake City for the Mountain Area Regionals April 21. Previously, two of my friends and I went to New York for the Team Limited Pro Tour. We did

poorly at the tournament itself, but I had a great time on the trip with both of them.

So how do you go about forming a team? Start with your friends. Your friends will make better teammates than random people who have excellent Magic skills. It's all right if your team isn't very good to begin with. At the starting point, one thing is more important than Magic ability, and that's camaraderie. If you can't get along with the people on your team, you'll never accomplish anything.

Another important thing to remember is that every team member should contribute to the collective effort. Make yourself available for playtesting if you have a lot of free time. Build many different decks if you're a good deck-builder. You could even volunteer to host your team members once a week, if you have a big house and an understanding family. But if someone is on the team and reaping the benefits without contributing anything useful in return, it creates a vacuum of information and ideas.

Some of my most memorable Magic experiences have come from my association with my team. Good teamwork can be one of the most beneficial and rewarding aspects of playing Magic.

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Waiting for Judgment day



by Joshua Clayton

The American Regional Championships are long over. Weeks of preparation were rewarded for the players who qualified for the National Championships, while those who didn't are left pondering their deck choices. Type 2 is stale now, and the next huge Standard event is the American National Championship in early June — before *Judgment* becomes legal for constructed tournament play. In fact, the first large tournament to allow *Judgment* is the much-maligned Amateur Championships at Origins.

Until then, your best bet is to study decks that have performed well. Find out what makes them tick, make your own choice, learn your deck, and then crush all opposition!

Control has winners ranging from mono-black to Counter Trenches. Aggro Control decks have performed well, and the many colors of Braids or blue-green Threshold decks are worth the time to learn. The weakest option, but one that seems to win out of nowhere, is beatdown, with cool decks like Infested Wurm and Red Green beats. The only archetype that's weak in this environment is combo.

The first deck to beat this issue is another twist on Braids. **Black Green Braids** qualified one player for Nationals at Columbus, Ohio, against a field of 600+ players (a record for North American tournaments). Using mana acceleration from **Birds of Paradise** and **Llanowar Elves**, it aimed to play expensive spells like **Beast Attack** and **Call of the Herd** quickly. A third-turn Braids, while unlikely, spelled quick death for any resource-deprived

2 opponent. What made this deck more powerful than most Black

BLACK GREEN BRAIDS

- 4x Chainer's Edict (TO)
- 4x Birds of Paradise (7th)
- 4x Braids, Cabal Minion (OD)
- 4x Spiritmonger (AP)
- 4x Wild Mongrel (OD)
- 4x Beast Attack (OD)
- 4x Llanowar Wastes (AP)
- 11x Forests (7th)
- 4x Call of the Herd (OD)
- 4x Llanowar Elves (7th)
- 9x Swamps (7th)
- 4x Squirrel Nest (OD)



Green decks was the synergy between **Braids**, **Cabal Minion** and **Squirrel Nest**. Your opponent loses an important resource while all you lose is a small token creature. **Wild Mongrel** brings the beat down, and grows larger when you pitch the deck's flashback cards to it. **Spiritmonger** ends the game quickly and **Chainer's Edict** ends your opponent's hope of blocking.



Zombie Infestation with the madness mechanic is like having ice cream with hot fudge. Pitch two **Fiery Tempers** to make a Power 2 token while hitting your opponent for six points. **Wild Mongrel** acts as another discard unit. This deck is chock full of synergy. **Grim Lavamancer** takes cheap madness cards and uses them to fuel a **Cursed Scroll** effect. Don't have answers to the threats on the board? **Skeletal Scrying** clears your graveyard and gives you more fuel for **Zombie Infestation** or **Wild Mongrel**, plus more madness cards.

Clipped Wings showed promise at the Regional in Atlanta, Ga. Although the deck's player didn't qualify, he started with a perfect 8-0 record. This version of Counter Burn takes advantage of the current creature-hating metagame. Opponents who packed a lot of hate like **Innocent Blood** or **Chainer's Edict** had at least four cards that were useless

Ben Seck introduced **Wurm Infestation** to the world on www.brainburst.com.

This three-color deck has mana issues, but when it comes out of the gate, it hits hard. Pairing

Zombie Infestation

the madness mechanic is like having ice cream with hot fudge. Pitch two **Fiery Tempers** to make a Power 2 token while hitting your opponent for six points. **Wild Mongrel** acts as another discard unit. This deck is chock full of synergy. **Grim Lavamancer** takes cheap madness cards and uses them to fuel a **Cursed Scroll** effect. Don't have answers to the threats on the board? **Skeletal Scrying** clears your graveyard and gives you more fuel for **Zombie Infestation** or **Wild Mongrel**, plus more madness cards.

against this deck. Packing lots of card-drawing, this deck burns through cards as quickly as it burns through your opponent. How would you split a **Fact or Fiction** draw that revealed two

Prophetic Bolts, **Fact or Fiction**, and two **Urza's Rage**? **Firebolt** kills off the quick creatures, and flashes back for another two points of damage. **Counterspell** and **Syncopate** with counter any further threats, while **Repulse**

lets you slow the tempo. **Earthquake** can be used as a large finisher or for mass removal.

2

Another popular deck from Regionals is **Terminator**. Resembling **Wurm Infestation**, **Terminator** takes advantage of a cleaner, tighter mana base. **Flametongue Kavu** and **Terminate** kick off the creature hate while fueling your own killing machine, **Mortivore**. **Pernicious Deed** sweeps the board clear of blockers and further fuels the regenerating black creature. **Phyrexian Rager** gives the

TERMINATOR

- 4x Phyrexian Rager (AP)
- 4x Wild Mongrel (OD)
- 4x Terminate (PS)
- 4x Call of the Herd (OD)
- 4x Llanowar Wastes (AP)
- 4x Karplusan Forest (7th)
- 4x Urborg Volcano (IN)
- 7x Forest (7th)
- 5x Swamp (7th)
- 2x Pernicious Deed (AP)
- 2x Mortivore (OD)
- 4x Flametongue Kavu (PS)
- 4x Llanowar Elves (7th)
- 4x Birds of Paradise (7th)
- 4x Spiritmonger (AP)



CLIPPED WINGS

- 4x Counterspell (7th)
- 3x Syncopate (OD)
- 4x Fire/Ice (AP)
- 4x Prophetic Bolt (AP)
- 4x Fact or Fiction (IN)
- 4x Sleight of Hand (7th)
- 2x Earthquake (7th)
- 4x Firebolt (OD)
- 4x Urza's Rage (IN)
- 4x Repulse (IN)
- 4x Shivan Reef (AP)
- 12x Island (7th)
- 7x Mountain (7th)



deck much-needed drawing power, while Birds of Paradise and Llanowar Elves give it a full turn of fundamental mana acceleration. Wild Mongrel turns late-game land draws into a power-up. Call of the Herd and Spiritmonger round out the deck.

Flaming Tog is a spin on the Psychatog decks running rampant in Standard since the San Diego Masters Series. A third color gives it a little more firepower. Past 'tog decks' only main-deck win was the powerful creature, but with this deck, you can win with a kicked

2 Rage, a Flametongue Kavu, and **Shadowmage Infiltrator**. Prophetic Bolt, Fact or Fiction, or Trenches,

and **Standstill** give you incredible card advantage, while **Nightscape Familiar**, **Repulse** and **Fire/Ice** protect you from creature swarms. The deck's only drawback is a lack of counter magic. Four **Counterspells** are the only defense you have — use them wisely.

Counter Trenches has been seen here before, but had fallen off the radar for a time. This build was used in Australia and earned its player

a spot on the Australian National team. The creatureless deck uses

the same strategy as **Clipped Wings**. The biggest difference is the use of **Goblin Trenches**. This amazing enchantment turns useless lands into uncounterable creatures, and most times, they smack your opponent before she can fully react.

Wild Research is used to find the powerful

Trenches or back-breaking **Teferi's Moat**. Spending the time to set

COUNTER TRENCHES

4x Counterspell (7th)
4x Memory Lapse (7th)
3x Absorb (IN)
2x Syncopate (OD)
2x Wrath of God (7th)
1x Teferi's Moat (IN)
2x Goblin Trenches (AP)
1x Wild Research (AP)
3x Repulse (IN)
4x Fact or Fiction (IN)
4x Fire/Ice (AP)
2x Urza's Rage (IN)
3x Prophetic Bolt (AP)
8x Islands (7th)
4x Coastal Tower (IN)
2x Adakar Wastes (7th)
3x Skycloud Expanse (OD)
2x Shivan Reef (AP)
4x Mountain (7th)
2x Battlefield Forge (IN)



up these enchantments meant that counter magic was needed. **Absorb**, **Memory Lapse**, **Syncopate**, and the original add a potent counter arsenal. Prophetic Bolt and Fact or Fiction bring down a rain of card advantage, and after you get this ball rolling, your opponent will be hard-pressed to stop it.

It won't be long until the tournament scene faces its day of Judgment. Things look bright for green and white, but will the new expansion bring these colors back to the forefront of Magic? *Torment* was amazing for black, and *Invasion* gave blue many tools. In the distant past, *Tempest* made red the best, so maybe it's time for these two neglected colors to spring back to the forefront.

FLAMING TOG

7x Island (7th)
3x Shivan Reef (AP)
2x Underground River (7th)
1x Sulfurous Springs (7th)
2x Cephalid Colosseum (OD)
4x Urborg Volcano (IN)
4x Salt Marsh (IN)
2x Urza's Rage (IN)
4x Repulse (IN)
3x Standstill (OD)
3x Fire/Ice (AP)
4x Counterspell (7th)
3x Psychatog (OD)
4x Flametongue Kavu (PS)
2x Prophetic Bolt (AP)
4x Shadowmage Infiltrator (OD)
4x Fact or Fiction (IN)
4x Nightscape Familiar



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Got no one to play with?

Options for playing Magic online

Almost since its release, *Magic: The Gathering* has had a presence on the Internet. What began as one of the busiest newsgroups on usenet spread to websites and eventually to online versions of the game like *Apprentice* and *Magic Online*. Today there are a couple of websites that help you play *Magic* online, as well as more general-purpose sites that can help get your online (or real) deck squared away.

The first thing to do if you plan to play online *Magic* is to decide which software to use. The two main choices are *Apprentice* by Dragonstar Studios and *Magic Online* by Wizards of the Coast. *Magic Online* has an amazing user-friendly interface, with great graphics and good play. *Apprentice* is just OK. The big difference is *Magic Online* (once it's out of beta testing) will require users to purchase virtual booster packs at retail price to play, while *Apprentice* is free.

To download *Apprentice*, visit Dragonstar Studio's website: www.dragonstudios.com/apprentice/. To download *Magic Online*, visit Wizard's of the Coast's *Magic Online* page at <https://magiconlinestore.wizards.com/>. After downloading and installing the software, you'll need to build a deck. *Magic Online* and *Apprentice* have similar deck-building interfaces. *Magic Online* offers nice pop-up scans of the cards you're building with, but you're limited to cards you "own." With *Apprentice*, you can build with any cards, but you only get card text.



Armed with a deck, it's time to track down an opponent to play. With *Magic Online*, you simply log on and go to one of the many rooms dedicated to draft or constructed or whatever, and join a tournament or challenge someone. Finding an opponent in *Apprentice* is a bit more involved. You need to know who you're playing and have their IP address (and they need yours) or you need to locate an opponent through IRC or some other method (ICQ, e-mail, AOL instant messenger, etc.). *Apprentice*'s in-program help has information on all of this, but connecting is more involved and less user-friendly than *Magic Online*. It may seem like *Apprentice* is not

a good choice for online play, but this really isn't the case. *Magic Online* and *Apprentice* are simply in different leagues.

I recommend trying both. *Magic Online* is currently superior. It's free in the beta-testing stage, and has near-perfect game play. The only problem I see it suffering from at the moment is the overworked *Magic Online* servers not being able to handle all the people playing. Once it gets out of beta, you can decide if it's worth the money to play *Magic Online* versus *Apprentice*.

Playing online *Magic* takes a traditional collectible card game into a whole new dimension. It's not a replacement for sitting around a table with friends and playing, but if you're away from home or don't live near other players, a few online games may be just the thing for you.

Some useful Magic links:

www.wizards.com - Wizards of the Coast's website has lots of *Magic* coverage, as well as info on other Wizards of the Coast games.

www.wizards.com/sideboard - The online home of *Sideboard* magazine has strategy and reports from the Pro Tour, Grand Prix, and other big tournaments.

www.mtgnews.com/ - Current events and a nice searchable spoiler generator.

www.starcitygames.com/magic.php - This *Magic* strategy page usually has good articles.

www.brainburst.com - Another decent strategy and tournament-report site.

Quest for the Grail

Find the rarest Magic cards

Magic: The Gathering has more than a billion cards in circulation. This leads some collectors and players to hunt for the rarest, shiniest, and most unusual *Magic* cards available. The trick can be finding out about — not to mention locating — the *crème de la crème* of the *Magic* world.

The first place to start any quest is with information. Bob Flaminio's *Magic Rarities Site* (www.flaminio.com/magic/rarities.html) has lots of scans in a well-organized and informative site. Whether you're looking for info on the latest DCI Judge foil, the Jun Minagishi token cards, or the bootleg Middle Ages expansion, this is the site for you.

After looking over the "standard" magic cards, you can delve into the realm of misprints. Squit's *Magic Misprint/Error List* (<http://members.tripod.com/~squit/MainError.html>) is a good starting point for this.

After finding out what exists, it's time to decide what you want and try to find it. As with most everything collectible, the first place to start is eBay (www.ebay.com). eBay has several auction categories dedicated to *Magic*, and many people post cards for sale. The drawback to



eBay is that, if the card you're after is hot, you'll usually end up paying a steep price for it. If the cards you like aren't highly sought-after, you'll often find a bargain. The upside is you have access to sellers around the world. If you want the *Portal 1* alternate-art basic lands only avail-

able in Mainland China, eBay is the place to go.

If you prefer to hold on to your hard-earned cash and trade for the cards you seek, a good page to visit is the *Magic: The Gathering Online Trading League* (www.magictraders.com/).

Many traders post their haves and wants at this site, which also has a feedback feature similar to eBay. The feedback adds a little more security and peace of mind when making substantial online trades.

One source I'd recommend staying away from is most card dealers.

Anything exotic usually costs at least double and often much more from a dealer. One example that springs to mind is a Summer Magic Blue Hurricane I was looking for. I found an online dealer offering one for the "bargain" price of \$6,000. An eBay auction sold one for under \$1,000 (not to me; I didn't want it that badly).

As this example also shows, sometimes people selling that rarity you want so badly will be asking more than you can comfortably pay. Sometimes you have to say "no thank you" and pass. Just remember, often it's not the possessing but the pursuit that makes it worthwhile.

Drive opponents crazy with madness deck

MAGIC
The Gathering

My local playtesting group came up with this blue/red concoction, which doesn't so much abuse *Torment's* madness mechanic as takes it outside and gives it a solid beating. Half the cards are madness cards; the other half are ways to utilize madness.

Aquamoeba is a 1/3 wall you can feed madness cards to. You can pitch a card to make it a 3/1. That card could be **Fiery Temper**, to clear out a blocker, or **Obsessive Search**, to draw a card.

OBSESSIVE-COMPULSIVE BEHAVIOR

- 4x Aquamoeba (TR)
- 4x Merfolk Looter (7th)
- 2x Grim Lavamancer (TR)
- 3x Compulsion (TR)
- 4x Obsessive Search (TR)
- 4x Fiery Temper (TR)
- 4x Violent Eruption (TR)
- 4x Memory Lapse (7th)
- 4x Counterspell (7th)
- 4x Circular Logic (TR)
- 4x Shivan Reef (AP)
- 10x Mountain
- 9x Island

SIDEBOARD

- 4x Aether Burst (OD)
- 4x Gainsay (PL)
- 4x Flametongue Kavu (PL)
- 3x Disrupt (IN)



SCRYE LAB NEW DECK CONCOCTIONS! by Dave Meddish

The deck has a powerful card-drawing engine fueled by **Merfolk Looter** and **Compulsion**. Obsessive Search, which at worst replaces itself for one blue mana, gives you two-for-one card advantage when used with the Looter and Compulsion. These two cards enable you to turn **Fiery Temper** and **Circular**

Logic into one-mana cantrip versions of **Counterspell** and **Lightning Bolt**.

Two copies of **Grim Lavamancer** fill out the creature base. Unlike most one-casting-cost creatures, Lavamancer is something you'd prefer to cast later in the game rather than on turn one. By then, your graveyard is full, so it can deal that last few points of damage when there's a creature stall.

The deck runs 12 total counters, including, of course, Counterspell. **Memory Lapse** is a tempo control card, like **Aether Burst** or **Repulse**. Early

on, it's like a **Time Walk**, giving you a free turn to attack or fill your hand. Circular Logic is powerful combined with Compulsion and Merfolk Looter. Since your graveyard tends to fill rapidly, it's a guaranteed counter save for the first few turns of the game.

As for the burn quotient, in addition to **Fiery Temper**, there's **Violent Eruption** — even without madness, it's a superior board-sweeper. Playable on turn three, it can shift the balance of the board to you or deliver the last few points of damage straight to an opponent. Four damage at instant speed for three mana? It's madness, I tell you, madness!

The sideboard is designed to combat decks that give OCB the most trouble, primarily creature rush decks. **Disrupt**, combined with **Gainsay**, lets you punch through the toughest control decks. **Flametongue Kavu** provides more two-for-one card advantage and solid defense against R/G rush decks. **Aether Burst** is also good against R/G rush, as well as giving the deck a way to deal with the occasional **Spiritmonger** that sneaks through the counters.

The deck is a blast to play. Get about four or five lands into play, beat down with an Aquamoeba or two, draw tons of cards with Merfolk Looter and Compulsion, and pitch lands and madness spells until you win or run out of cards — whichever comes first.

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THE TESTIMONY OF JACOB HOLLOW

THE TERROR ARRIVES
JULY 2002

Type 1 Goblin Attack!

Alex Kosoris writes:

I have a goblin deck which used to be Extended but I'm trying to make it Type 1. It plays much like a Sligh deck. When I don't get a bad draw, I can go extremely fast with the **Goblin Lackeys**. The deck is good, but I'm starting to lose my winning streak. I'm trying to work in my **Fork** and I was wondering if I should put my sideboard **Bedlams** into my main deck. I found that Bedlams are a good way to get around creatures with protection from red, which the deck also has problems with. Please help me. I have access to almost any card that costs \$20 or less.

- 4x Goblin Lackey (US)
- 4x Mogg Flunkies (SH)
- 1x Wheel of Fortune (Rev)
- 3x Fireblast (VI)
- 4x Goblin Patrol (US)
- 4x Lightning Bolt (Rev)
- 4x Goblin King (7th)
- 4x Mogg Fanatic (TE)
- 4x Cursed Scroll (TE)
- 4x Ball Lightning (Rev)
- 4x Incinerate (IA)
- 20x Mountain (7th)

Bennie responds:

Goblin decks (and red burn in general) are very effective in Type 1 given its variety of efficient damage-dealing red spells. They're also relatively cheap compared to many other top decks. What can we do with your Goblin deck to make it more competitive in that arena? First, swap the **Goblin Kings** (too slow at three mana) for **Goblin Grenades** — five damage for one red mana and two cards, really upping the damage this deck can dish out fast. **Chain Lightning**, a common from *Legends*, should be fairly easy to get ahold of, and it functions basically like **Lightning Bolt**. We also want four copies of **Fireblast**, which is by far the scariest spell in Sligh.

Your goblin selection looks good, though I cut a few Lackeys to make some room. I also recommend trying out **Browbeat**, a new "punisher" spell from *Judgment*, in place of **Wheel of Fortune**. For the same mana and speed, you either draw three cards or your opponent takes five points of damage. Your opponent gets to choose which, but neither option appeals when facing a burn deck.

I also changed your land mix. I would normally advise a mix of **Wasteland** and **Strip Mine** to disrupt your opponent's mana base while you attack with weenies, but you mentioned problems with creatures that have protection from red. **Cursed Scroll** can help, but I also added four **Barbarian Rings**. The pain they cause will seldom matter to you, but this deck is bound to



reach threshold fast, and at that point, each Ring is a colorless, uncounterable source of damage. Here's what I ended up with:

- 4x Lightning Bolt (Rev)
- 4x Incinerate (IA)
- 4x Chain Lightning (LG)
- 4x Goblin Grenade (FE)
- 4x Ball Lightning (Rev)
- 4x Fireblast (VI)
- 1x Fork (Rev)
- 2x Goblin Lackey (US)
- 4x Goblin Patrol (US)
- 4x Mogg Fanatic (TE)
- 4x Cursed Scroll (TE)
- 1x Browbeat (JU)
- 4x Barbarian Ring (OD)
- 16x Mountain (7th)

Tip-Toe through the Minefield ...

John Boisvert writes:

This deck I've just finished needs a lot of work. What I try to do is bring out **Samite Elder** and **Powerstone Minefield** and wait for my opponent to attack. If his creatures survive the minefield, I have **Master Healers**, **Militant Monks**, and **Samite Healers**. I also put in **Earthquake** and **Breath of Darigaaz**. The blue is to get the cards faster. I would like this deck to be type 1.5. Here is my deck:

- 3x Samite Elder (PS)
- 4x Master Healer (7th)
- 4x Samite Healer (7th)
- 4x Militant Monk (TR)
- 2x Crimson Acolyte (IN)
- 2x Angelfire Crusader (AP)
- 1x Atalya, Samite Master (IN)
- 4x Powerstone Minefield (AP)
- 4x Earthquake (7th)
- 4x Breath of Darigaaz (IN)
- 4x Accumulated Knowledge (NE)
- 4x Opt (IN)
- 9x Plains (7th)
- 6x Mountains (7th)
- 5x Islands (7th)

Bennie responds:

Powerstone Minefield is a sadly underused enchantment, so I was glad to see your deck idea. The first thing that worried me, though, was the fact you were using three colors with no way to smooth out your mana — no dual lands or anything. Since you're obviously using blue simply for card-drawing and sifting through the deck, presumably to find a Minefield, we can cut the blue and add cards that follow the theme, let-

ting redundant effects ensure you get the "combo" into play. A two-color deck is more reliable, especially in Type 1.5, where you can make use of dual lands such as **Plateau** and **Battlefield Forge**.

Your initial approach is to use the Minefield and clerics to make an unassailable defense, waiting for your opponent to attack. But what if he doesn't? What if he's using a combo deck or a deck with a few huge creatures that only need to hit you a few times to win? You can use the fantastic redundancy of Minefield, Earthquake and Breath and combine it with protection-from-red creatures to make a more aggressive deck. **Soltari Priest** and **Thermal Glider** come to mind, but **Paladin en-Vec** is particularly vicious, with protection from red and first strike working synergistically with Powerstone Minefield. If he attacks, a blocking creature needs greater than four toughness to survive the Minefield damage plus the Paladin's first strike. **Warrior en-Kor** is a nice supplemental creature, letting him shunt Minefield damage to other creatures that actually have protection. Round the creatures out with **Knight of Dawn**. Though its ability is expensive, he has first strike and can gain protection from red, so he can function much like the Paladin (occasionally he'll be better).

I added the versatile **Swords to Plowshares** to kill any particularly large creatures or opposing creatures that also have protection from red. Don't forget, in a pinch, you can Plow one of your own creatures to gain some needed life points, an important thing to remember since you'll damage yourself with Earthquake and Breath. Here's what I ended up with:

- 4x Soltari Priest (TE)
- 4x Warrior en-Kor (SH)
- 4x Paladin en-Vec (EX)
- 4x Thermal Glider (MM)
- 4x Knight of Dawn (TE)
- 4x Powerstone Minefield (AP)
- 4x Earthquake (7th)
- 4x Breath of Darigaaz (IN)
- 4x Swords to Plowshares (IA)
- 4x Battlefield Forge (AP)
- 4x Plateau (Rev)
- 6x Mountains (7th)
- 10x Plains (7th)



Send your deck questions to
scrydedecks@krause.com!

Take the measure of your local metagame

MAGIC
The Gathering

S METAGAME THE BIG PICTURE!

by Sheldon K. Menery

Figuring out the metagame is the key to being successful at all levels of playing constructed Magic. While the pros and Grand Prix players must look further afield, the local player can narrow his focus. Successfully determining the direction of your local metagame, which is often radically different than the larger metagame, will keep you at the top of your weekly tournaments.

The major distinguishing factors between the big-picture metagame and the goings-on at your local events are widely divergent play skill and card pools. At the pro level, there's an assumption of skill level and rules knowledge that simply isn't uniformly present locally. Also, the game's elite have access to every card they might want or need, while little Johnny might be playing out of a 400-card collection.

When pros are deciding what to play, they have the luxury of ruling out a number of "unplayable" cards. You're not so lucky. Popular net-decks and successful high-profile decks were designed based on assumptions that you can't make. The rogue factor is much higher locally, so you're going to have to deal with the possibility of facing **Patron Wizard**, **Rag Man**, and **Okk**.

So what's a prospective local champion to do? Pay attention — and pay attention to who's paying attention. It's simple in theory and not all that difficult in practice, either.

You can't ignore the net-deck factor. There are players who jump on StarCity or Sideboard and build whatever did well at the last big tourna-

ment. They're sure to have a decent deck, but they may not be conversant with the deck's underlying principles. That's OK for you, especially when you figure out who they are. You can base your reaction to the game to theirs. If there's a commonly accepted "deck to beat" (like Necropotence, back in the day), then your job is easier. Every pro hopeful will hop on the bandwagon.

The Little Johnny factor means there will be more creature beatdown decks locally. Your uber-control, designed to deal with the 18-22 creatures most people play, will run into difficulties when the Scungili twins play their 34-creature monstrosity. Err on the side(board) of additional creature control.

Analyze the people who generally show up at local events. Is the composition predominantly Pro Tour hopefuls or is it a cross-section of tournament players, casual/social players, and beginners? Weekly events at Your Move Games in Boston are likely to be decidedly different than our weekly events here in Anchorage, Alaska. If you have more players who are more deeply

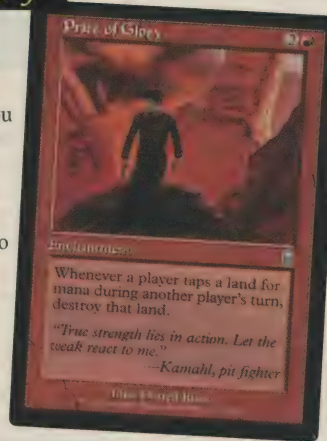
involved in the game, you can be sure that the net influence will be greater.

After that, just watch. Get a feel for the tendencies of individuals and of the environment as a whole. If someone comes up with or

plays a successful deck, is there a rush to copy it, do players immediately start planning against it, or is it ignored? What happens when the environment shifts in a particular direction? Your reaction must be based on how everyone else reacts.

We recently had a situation where control was popular. One night, literally 75% of the decks featured counterspells. The following week, one observant player showed up with **Price of Glory** featured in his main deck. He went undefeated.

Being successful in your local metagame means correctly judging what the people who show up are going to do with the resources they have available, and how they're going to react to everyone else. Determine the leaders, the followers, and the true rogues, and eventually you'll be the one that they're metagaming against — so you'll always be one step ahead.



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Rules

Q: What happens when someone casts **Memory Lapse** on an **Urza's Rage**?

A: He wastes his time and annoys the pig. [Rimshot!] **Memory Lapse**'s "return to the top of the library" ability is contingent on it actually countering the spell. If it doesn't counter the spell, the zone-change replacement can't happen, because the **Rage** spell card is still on the stack instead of getting put in the graveyard.

Q: How can you play a madness spell that you've discarded during your discard phase? Haven't you lost any opportunities to play any spells at that point?

A: No, because the madness spell has created a triggered ability. During cleanup, if any abilities have triggered, the active player receives priority to play spells and abilities (Comprehensive Rules 314.1c). Once the stack is empty and both players pass, another cleanup step begins.

Q: If I use a **Parallax Wave** to remove two legendary creatures from play and then the Wave fades away, do the two legends die or do I get to choose which one came in first and destroy the other one?

A: The two legends will come into play at the same time and then both are put in the graveyard (420.5e).

Q: What happens when **Nefarious Lich** and **Transcendence** are in play at the same time on one side of the table?

A: You would be almost impossible to kill except by decking or with the aid of enchantment removal. **Transcendence** says you don't lose for having zero or less life, but if you reach 20 or more life, you lose the game. This can't happen, however, because **Nefarious Lich** says that, instead of gaining life, you draw that many cards instead. If somehow you would lose life (let's use **Undermine** as an example), you would first lose three life, then, as a triggered ability of the **Transcendence**, gain twice that much back — except that when the trigger goes to resolve, **Nefarious Lich** replaces that life gain by having you draw six cards instead. It doesn't matter what your life total is, because **Transcendence** is protecting you. A normal creature



by Bennie C. Smith & Sheldon Menery

attacking you can't hurt you, because the **Lich** replaces damage with removing cards from your graveyard instead. Note that a creature attacking you doesn't trigger the **Transcendence** gain life ability, because the damage never gets dealt (due to the **Lich**'s replacement). If you're going to lose, it's likely to be because you run out of cards in your graveyard or your library (or, of course, the **Lich** leaves play).

Card-Specific

Q: If my **Vesuvan Doppelganger** copies a **Spiritmonger**, can I change the **Vesuvan** to black until end of turn to dodge my opponent's **Terror**?

A: Yes. The **Vesuvan** gains all the abilities of the **Spiritmonger**. It's blue because of its own text, but you can spend G to change it until end of turn, at which time it'll turn back to blue.

Q: If a **Vesuvan Doppelganger** gets +1/+1 counters while copying a **Spiritmonger**, then changes to another creature, does it lose those counters?

A: No. The counters stay.

Q: If my **Vesuvan Doppelganger** copies a **Spiritmonger** that already has +1/+1 counters, does it also get those counters, too?

A: No. The **Doppelganger** copies the **Spiritmonger**'s base characteristics (minus color). Other effects (like if the **Spiritmonger** had previously had a **Giant Growth** played on it) and counters aren't copied.

Timing

Q: I play **Nostalgic Dreams** and discard a **Fiery Temper**, then use **Temper**'s madness ability to cast it. Once the stack resolves and **Fiery Temper** goes to the graveyard, can I return it to my hand with **Nostalgic Dreams**? Or do I have to specify which cards I'm returning as I play **Nostalgic Dreams**?

A: **Nostalgic Dreams** targets the cards you're returning from the graveyard. That means you have to choose them during announcement. You choose targets before you pay costs (409.1c), so you can't get back the **Fiery Temper**, because it's not in your graveyard when you announce **Dreams**.

Q: If your opponent has **Standstill** in play and you cast a spell, can your opponent activate **Standstill** to try to draw a counterspell to use on the spell you just cast?

A: Yes. After **Standstill** resolves and your opponent has drawn the cards, the active player once again gets priority. Your opponent can use one of the cards he just drew or even one that was already in his hand to counter the spell that triggered **Standstill**.

Combat

Q: If a creature your opponent controls attacks you and its power is higher than your remaining life, but it's enchanted with a **Soul Link** that you control, do you lose the game or does the **Soul Link** save you?

A: You lose the game. The **Soul Link** has a triggered ability. If the creature does damage, you'll gain life. Unfortunately for you, the damage has to resolve before the triggered ability goes on the stack. Just before it goes on the stack, you check for State-Based Effects (420). The game sees that you have zero or less life, and you lose before the trigger can resolve.

Creature Abilities

Q: If my opponent activates **Grim Lavamancer** and only has two cards in the graveyard, can I respond with a **Coffin Purge** to fizzle his ability?

A: No. Costs are paid during the announcement of the ability (409.1f), and you don't get priority until after the announcement is complete. By the time you get the chance to respond, the cards are already gone. We know that removing the two cards is a cost, because it's to the left of the colon. Note that "fizzle" is an obsolete term in **Magic**.

Q: I have a **Royal Assassin** in play and my opponent has a **Razorfin Hunter** in play. He taps it to do one damage to my **Assassin**, and I tap the **Assassin** to kill the **Hunter**. Would the **assassin** kill the **hunter** without taking damage or do they kill each other?

A: They kill each other. Once an ability is on the stack, removing the source of the ability won't stop the effect from happening.

Q: Can I regenerate a creature from a **Pernicious Deed**, even though the **Deed** isn't doing any damage?

A: Yes. Regeneration is a destruction-replacement effect. "Regenerate [this]" means "The next time [this] would be destroyed this turn, instead remove all damage from it, tap it, and (if it's in combat) remove it from combat." (419.6b)

Send your rules questions to
scryedecks@krause.com!



Recent rulings & happenings



DCI update

• No new cards have been placed on the Banned or Restricted list of any *Magic* format as of May 1.

• *Judgment* will be legal for constructed tournament play July 1. The first large tournament to use this set legally is the Amateur Championships, scheduled for July 6 at the



Origins convention in Columbus, Ohio.

• Errata for tournament play has been

issued for the five Wish cards in the *Judgment* expansion. When you play one of the Wish cards in a tournament, you can get a card only from your sideboard or your removed-from-game zone. In effect, this rule keeps players from getting access to their entire collections at tournaments. However, if you want to Wish out a **Black Lotus** when playing at your kitchen table, feel free!

Banned & Restricted

CURRENT AS OF MAY 1, 2002 CARD SETS PERMITTED FOR M:TG TOURNAMENT PLAY

TYPE 1 (CLASSIC) SETS: Arabian Nights, Antiquities, Legends, The Dark, Fallen Empires, Ice Age, Homelands, Alliances, Mirage, Visions, Weatherlight, Tempest, Stronghold, Exodus, Urza's Saga, Urza's Legacy, Urza's Destiny, Mercadian Masques, Nemesis, Prophecy, Invasion, Planeshift, Apocalypse, Odyssey, Torment, promotional cards, and all basic sets (Alpha-7th Ed.)

TYPE 1 RESTRICTED: Ancestral Recall, Balance, Berserk, Black Lotus, Black Vise, Braingeyser, Channel, Crop Rotation, Demonic Tutor, Demonic Consultation, Doomsday, Dream Halls, Enlightened Tutor, Fact or Fiction, Fastbond, Fork, Frantic Search, Grim Monolith, Hurkyl's Recall, Library of Alexandria, Lotus Petal, Mana Crypt, Mana

Vault, Memory Jar, Mind Over Matter, Mind Twist, Mox Diamond, Mox Emerald, Mox Jet, Mox Pearl, Mox Ruby, Mox Sapphire, Mystical Tutor, Necropotence, Recall, Regrowth, Sol Ring, Strip Mine, Stroke of Genius, Time Spiral, Time Walk, Timetwister, Tinker, Tolarian Academy, Vampiric Tutor, Voltaic Key, Wheel of Fortune, Windfall, Yawgmoth's Bargain, Yawgmoth's Will

TYPE 1 (CLASSIC) BANNED: Amulet of Quoz, Bronze Tablet, Chaos Orb, Contract from Below, Darkpact, Demonic Attorney, Falling Star, Jeweled Bird, Rebirth, Tempest Efrete, Timmerian Fiends

TYPE 1.5 (CLASSIC-RESTRICTED) SETS: Arabian Nights, Antiquities, Legends, The Dark, Fallen Empires, Ice Age, Homelands, Alliances, Mirage, Visions, Weatherlight, Tempest, Stronghold, Exodus, Urza's Saga, Urza's Legacy, Urza's Destiny, Mercadian Masques, Nemesis, Prophecy, Invasion,

Planeshift, Apocalypse, Odyssey, Torment, promotional cards, and all basic sets (Alpha-7th Ed.)

TYPE 1.5 BANNED: Amulet of Quoz, Ancestral Recall, Balance, Berserk, Black Lotus, Black Vise, Braingeyser, Bronze Tablet, Channel, Chaos Orb, Contract from Below, Crop Rotation, Darkpact, Demonic Attorney, Demonic Consultation, Demonic Tutor, Doomsday, Dream Halls, Enlightened Tutor, Fact or Fiction, Falling Star, Fastbond, Fork, Frantic Search, Grim Monolith, Hurkyl's Recall, Jeweled Bird, Library of Alexandria, Lotus Petal, Mana Crypt, Mana Vault, Memory Jar, Mind Over Matter, Mind Twist, Mox Diamond, Mox Emerald, Mox Jet, Mox Pearl, Mox Ruby, Mox Sapphire, Mystical Tutor, Necropotence, Rebirth, Recall, Regrowth, Sol Ring, Strip Mine, Stroke of Genius, Tempest Efrete, Time Spiral, Time Walk, Timetwister, Timmerian Fiends, Tinker, Tolarian Academy, Vampiric Tutor, Voltaic Key, Wheel of Fortune, Windfall, Yawgmoth's Bargain,

Yawgmoth's Will

EXTENDED FORMAT (TYPE 1.X) SETS: 5th Ed., 6th Ed., 7th Ed., Ice Age, Homelands, Alliances, Mirage, Visions, Weatherlight, Tempest, Stronghold, Exodus, Urza's Saga, Urza's Legacy, Urza's Destiny, Mercadian Masques, Nemesis, Prophecy, Invasion, Planeshift, Apocalypse, Odyssey, Torment, dual lands and promotional cards.

EXTENDED FORMAT BANNED: Dark Ritual, Demonic Consultation, Dream Halls, Earthcraft, Lotus Petal, Mana Crypt, Mana Vault, Memory Jar, Mind Over Matter, Necropotence, Replenish, Survival of the Fittest, Time Spiral, Tolarian Academy, Windfall, Yawgmoth's Bargain, Yawgmoth's Will, Zuran Orb

TYPE 2 (STANDARD) SETS: 7th Ed., Invasion, Planeshift, Apocalypse, Odyssey, Torment

ICE AGE BLOCK (EXTENDED) SETS: Ice Age, Homelands, Alliances

ICE AGE BLOCK BANNED: Amulet of

Quoz, Thawing Glaciers, Zuran Orb.

MIRAGE BLOCK SETS: Mirage, Visions, Weatherlight

MIRAGE BLOCK BANNED: Squandered Resources

RATH CYCLE SETS: Tempest, Stronghold, Exodus

RATH CYCLE BANNED: Cursed Scroll

ARTIFACT CYCLE (TYPE 2) SETS: Urza's Saga, Urza's Legacy, Urza's Destiny

ARTIFACT CYCLE BANNED: Gaea's Cradle, Memory Jar, Serra's Sanctum, Time Spiral, Tolarian Academy, Voltaic Key, Windfall

MASQUES BLOCK SETS: Mercadian Masques, Nemesis, Prophecy

MASQUES BLOCK BANNED: Lin Sivvi, Defiant Hero, Rishadan Port

INVASION BLOCK SETS: Invasion, Planeshift, Apocalypse

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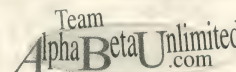
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MAKE MAGIC STRATEGIES WORK IN LORD OF THE RINGS BRING MAGIC TO MIDDLE EARTH

Magic players who are playing (or considering playing) *Lord of the Rings* will find enough similarities in both games to make some familiar strategies work, while *LotR*'s differences throw other tried-and-true approaches right into the graveyard.

Companions and minions work like creatures; conditions, possessions, and artifacts are like different types of enchantments; and events are instants. Allies are similar to *Magic* artifacts: some are used as blockers, but most as resources. Experienced *Magic* players know an enchantment and an instant that do the same thing each offer an advantage: permanence in the former, surprise in the latter. Conditions and events can be compared the same way.

Other strategies aren't as obvious. *Magic*'s old Lich deck worked by using up your life points, then using **Lich** to save you from death. A similar *LotR* deck heaps exertion and burdens on Frodo, kills Frodo, and gives the ring to Sam. The Lich deck provides a roadmap for a Suicide Frodo deck.

Both games require resource management: your deck, cards in play, hand, pool (mana or twilight), and discard pile. You can transfer resources between categories, which was the basis for *Magic*'s Prosperous Bloom deck. Exploiting this in *LotR* depends on race — Hobbits are better at searching the draw deck; Dwarves are better at playing cards from the discard pile. Two-color *Magic* decks allow you to offset one color's weakness with another's strength. In the same way, adding Sauron or Moria cards can provide direct damage missing from the Ringwraith culture.

Three primary differences between *Magic* and *LotR* impact strategy: pool management, card

masty Skills for survival! by Charles Sonnenburg



drawing, and removal. *Magic* players have more control over their pools, since they play and tap lands from their decks. Not so in *LotR*. The Free People's player can play whatever he likes, while the Shadow player depends on what her opponent gives her. This makes the Shadow side harder to design. It needs to be prepared for both lean times and excess — like a Moria Swarm-Cave Troll deck.

LotR's card-drawing mechanics rewrite *Magic*'s view of card value. In *Magic*, you draw one card per turn, so card drawing and discarding are powerful. In *LotR*, you get to refill your hand, so a single card doesn't make as much difference. Both **Hymn To Tourach** and **The White Arrows of Lorien**

cause your opponent to discard two random cards. The former was banned from *Magic* as too powerful; the latter isn't strong enough to see much play in *LotR*, where discarding and card drawing offer short-term rather than long-term advantage.

Discard is a viable side strategy. Combined with deck destruction, it can leave an opponent with no options. Necropotence decks, the classic "broken" *Magic* deck, drew lots of cards and destroyed its opponent's resources. Draw-discard was the backbone, and *LotR* can exploit this strategy for short-term card advantage. A long-standing *Magic* rule is "never overplay your hand," because you don't want an empty hand when **Armageddon**, **Tranquility**, or another mass-destruction spell annihilates your resources. Because you refill your hand in *LotR*, holding back limits your options. In *Magic*, a **Fireball** that kills three creatures gives card advantage by eliminating three cards for one. In *LotR*, such advantage is temporary. If I kill a Balrog to spare my companions, it doesn't matter if I use three, five, or all the cards in my hand. The short-term disadvantage is offset by the long-term gain.

Card removal also influences *LotR* strategy. Allies and conditions are easily removed, but not possessions, companions, and minions. For this reason, you'll often see multiple cards played on a single character in *LotR*, where in *Magic*, a creature with even one enchantment is a target.

Perhaps the most important thing to remember is that, whatever you play, common principles help bridge the gap between games. A new game doesn't always need a new trick — just a way to make old ones fresh again.

BRING FOES DOWN WITH A HAIL OF ARROWS

by Nate Heiss

The archery phase of *Lord of the Rings* gives you a shot (literally) at killing foes before they get a chance to scratch your team. You just need enough archery points to kill an opposing character before the skirmish phase.

For the Free Peoples, this is easy when facing such Shadow cultures as Moria, since many Moria minions have only one vitality point. Against higher-vitality minions (especially Nazgûl), it can be difficult. But if you wound a minion once or twice, it's likely to fall to your arrows when you move again. When shooting at Free Peoples cards, don't worry about not killing a character outright — those wounds will add up over the course of a few battles until the heroes drop like flies.

Free Peoples archers aren't easy to come by, so you'll need to recruit some with **Elven Bow**. A good starting archery Fellowship consists of **Frodo, Son of Drogo**, **Legolas**, **Geenleaf**, and **Arwen, Daughter of Elrond**. Bid high to go first so you can use **The Prancing Pony** to fetch **Aragorn, King in Exile**, since he can acquire **Aragorn's Bow** later. **The Splendor of Their Banners** is a key card, since it can finish off a dangerous minion. It's best to put it on Arwen, since Aragorn can heal her each turn. Other damaging effects include **Power According to His Stature**, **Double Shot**, **A Ranger's Versatility**, and **Pursuit Just Behind**.

Each turn, move as far as you can, with little

regard to the twilight you add to the pool. Your arrows will take care of danger, and your characters aren't wimps, either. Use **The Last Alliance of Elves and Men** and **Power According to His Stature** to ditch monsters that survive your arrows. Two things to watch out for with this type of deck: It may take a while to get rolling if you don't draw any bows; and beware **Anduin Wilderland**, where you skip the archery phase!

On the Shadow side, most Shadow archers can fight, too, and getting that extra hit in really makes a difference.

The trick is to time your archers' appearances so the wounds they inflict won't be lost when your opponent reaches a haven — try starting the assault after they leave site 3 or 6.

Typical Shadow archery cards are **Lurtz**, **Servant of Isengard**, **Orthanc Assassin**, **Goblin Archer**, **Goblin Bowman**, **Moria Archer Troop**, **Goblin Marksman**, and the **Orc Bowmen** condition. There are a few cards that have an archer-like effect, such as **Bitter Hatred** and **Hate**. Most of the regular archery cards are from the Isengard and Moria cultures.

Without a doubt, the Sauron culture's **Orc Bowmen** is the most powerful archery card in the



game — effectively giving you free wounds every turn. And it's stackable — if you have two out, you add +2 to your minion archery total if you can spot just one Sauron Orc. For a powerful archer deck, find four copies of this bad boy, along with **The Dark Lord Summons** and other search cards to get them out as fast as possible. Using cards that are easy to play out from your hand will also help, since you'll draw many cards each time you

reconcile your hand.

These days, Moria is all about the Balrog at the bridge, but archers can be effective, if the Balrog doesn't win the game for you. The issue with Moria and Isengard archery is that their archers have relatively high twilight costs. Moria and Isengard archers are best used to complement other strategies. Combining archers with high-powered skirmishers will occupy the Fellowship's best fighter and give archers an even chance against a weaker character. Sometimes you can get the best of both worlds — it's hard to fend off Lurtz when he has an Orthanc Assassin on his side!

PICK THE RIGHT MATCH-UPS WITH SARUMAN

A number of strategies are available when using the Isengard culture. One is to play as many Uruk-hai as possible and deal a large number of wounds with their "Damage +1" abilities. Another option is to use weather conditions to disrupt an opponent's Fellowship. This deck uses a different tactic focused on the Isengard skirmish events.

The deck will not play many minions at each site, but the minions' high strength, combined with events, will ensure they always win their skirmishes. Given a choice between winning two skirmishes or losing one but overwhelming another companion, it's best to kill a companion whenever possible. **Lurtz's Battle Cry** is useful for killing companions too strong to overwhelm.

A variety of support cards back up this strategy. **Uruk-hai Armory** keeps your minions alive against archery. **Armor** will counter your Battle Cry; you can remove it with **Beyond the Height of Men**. A few cards will make minions fierce, helping your minions deal even more damage.

Saruman, Servant of the Eye — the promo card inserted in this issue of *Scrye* — helps you choose a suitable skirmish. If you have a Battle Cry in your hand, take the opportunity to finish someone with high vitality. Use **Troop of Uruk-hai** to fight someone with a weapon while you can ignore its strength bonus. Avoid Hobbits when you've got **Savagery to Match Their Numbers**, so your opponent can't run away with a stealth card. If companions exert to avoid Saruman's ability, you still benefit. With your limited number of minions, it's useful to deal wounds outside the skirmish phase.

Because you win most skirmishes, your min-

SCRYE LAB NEW DECK CONCOCTIONS! by Chris Brennan

ions will be alive if your opponent moves again — that usually prevents an opponent from moving two sites in a turn. Then be ready to move your Free Peoples two sites in a turn and pass your opponent. Archery will eliminate swarms of small minions. **Aragorn, King in Exile** and **Arwen, Daughter of Elrond** can defeat medium-sized minions. The Free People's side of the deck balances with the Uruks nicely, because it tends to draw lots of cards every turn, letting you get to those skirmish events.



the deck without hurting your Fellowship.

The sites support both your Free Peoples and Shadow strategies. In particular, **Ettenmoors** and **Hollin** are useful for Uruk-hai, and they're both plains, helping **Asfaloth**. **Anduin Confluence** and **Anduin Banks** will compensate for some weaknesses in the Shadow side of

"WHO DO YOU SERVE?"

1x Frodo, Reluctant Adventurer (MM)
1x The One Ring, Isildur's Bane (FR)
SHADOW:
2x Saruman, Servant of the Eye (Pr)
2x Orthanc Assassin (FR)
2x Lurtz (FR)
2x Uruk Captain (MM)
2x Uruk Fighter (FR)
2x Uruk Warrior (FR)
2x Uruk Slayer (FR)
3x Troop of Uruk-hai (FR)
3x Uruk Scout (MM)
4x Saruman's Ambition (FR)
2x Savagery to Match Their Numbers (FR)
2x Bred for Battle (FR)

3x Lurtz's Battle Cry (FR)
2x Beyond the Height of Men (MM)
2x Uruk-hai Armory (FR)
1x Uruk-hai Rampage (FR)
FREE PEOPLES:
1x Arwen, Daughter of Elrond (FR)
1x Legolas, Prince of Mirkwood (FR)
3x Aragorn, King in Exile (FR)
1x Haldir, Elf of the Golden Wood (FR)
2x Lorien Elf (FR)
2x Gwemegil (FR)
2x Asfaloth (FR)
3x Elven Bow (FR)
1x Bow of the Galadhrim (FR)
4x Defiance (FR)
4x Dismay Our Enemies (MM)
1x Songs of the Blessed Realm (FR)

3x Hosts of the Last Alliance (FR)
2x Sting (FR)
1x O, Elbereth! Gilthoniel! (MM)
2x Hobbit Stealth (FR)
1x Ranger's Sword (FR)
1x Flaming Brand (MM)
1x Last Alliance of Elves and Men (FR)
SITES:
1. The Prancing Pony (FR)
2. Ettenmoors (FR)
3. Rivendell Valley (FR)
4. Hollin (MM)
5. The Bridge of Khazad-dûm (FR)
6. Galadriel's Glade (FR)
7. Anduin Confluence (FR)
8. Anduin Banks (FR)
9. Eryn Muil (FR)



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TWILIGHT NAZGÛL ARE KINGS OF CORRUPTION

strategy in *Lord of the Rings*. Getting an opponent's Ring-bearer up to 10 burdens has been no easy task. Previously, it could only realistically be achieved through massive amounts of direct damage (Sauron Orcs), or through **Worry** (Isengard Uruk-Hai). Now Twilight Nazgûl are the new masters of corruption.

While Nazgûl in Twilight have the same costs, powers, vitalities, and site numbers as their *Fellowship of the Ring* counterparts, their game texts abound with new abilities. *Moria's The Witch King, Lord of the Nazgûl* is the mainstay of this deck. Weighing in at 14 power, he may exert to wound the Ring-bearer twice if he wins a skirmish. To maximize his ability, make him fierce with **Úlairë Ostëa, Lieutenant of Morgul** or **Weathertop. Úlairë Enquëa, Ringwraith in Twilight** is similar to Witch King, but his real power kick ins when Frodo has five burdens.

All those extra wounds pile up on Frodo, making him put on the Ring to avoid dying (thus adding more burdens). In addition, **In the Ringwraith's Wake** adds a burden or a wound to the Ring-bearer when a Ringwraith wins a skirmish — relatively easy, considering most Nazgûl

Mines of Moria has fleshed out the possibilities for using a corruption

SCRYE LAB NEW DECK CONCOCTIONS! by Geoff Snider



in this deck have 10+ power. **It Wants to Be Found** just requires a Twilight Nazgûl in play to add a burden. **Úlairë Nelya, Ringwraith in Twilight**, **Úlairë Toldëa, Messenger of Morgul**, and **Úlairë Enquëa, Lieutenant of Morgul** all capitalize on damage done by the other Ringwraiths.

On the Hobbit side, *Moria* makes the little folk more competitive, as well. They'll still scoot by the first five sites with **Hobbit Stealth** and **Hobbit Intuition**, but when it comes to fighting, they'll be better equipped. A Pro-

mise keeps both Sam and Frodo in the fight, and with the help of **Merry, Friend to Sam**, **Hobbit Sword**, and **There and Back Again**, they'll be hard-pressed to lose any skirmishes. Very large minions like Lurtz, The Balrog, The Witch King, and the Cave Troll can still give them trouble if they show up at the wrong time, so cards like **O Elbereth! Gilthoniel!** and **Mithril Coat** allow you to cancel fierce skirmishes and ignore damage bonuses, respectively.

Reducing the Twilight Pool is another important aspect of this deck. **A Talent For Not Being Seen** can be used with **Bill the Pony** to subtract three from each site's Shadow number. **Deft in Their Movements** allows you to effectively move twice without allowing your opponent excessive amounts of twilight. You can leave your opponent in the dust, slowed by the constant assault from your Ringwraiths.

KING OF CORRUPTION

STARTING:

- 1x Frodo, Reluctant Adventurer (MM)
- 1x The One Ring, Isildur's Bane (FR)
- 1x Sam, Faithful Companion (FR)
- 1x Merry, Friend to Sam (FR)
- 1x Pippin, Friend to Frodo (FR)
- FREE PEOPLES:
- 3x A Talent for Not Being Seen (FR)
- 2x Bill the Pony (P)
- 1x Sting (FR)
- 3x Hobbit Sword (FR)
- 1x Thor's Map (FR)
- 4x Hobbit Stealth (FR)
- 4x A Promise (MM)
- 3x There and Back Again (FR)
- 4x Deft in Their Movements (MM)
- 1x Aragorn, Ranger of the North

(FR)

- 1x Thrarin, Dwarf Smith (FR)
- 1x Filibert Bolger (MM)
- 1x O Elbereth! Gilthoniel! (MM)
- 1x Mithril Coat (MM)
- SHADOW:
- 4x The Witch King, Lord of the Nazgûl (MM)
- 2x Úlairë Nelya, Ringwraith in Twilight (MM)
- 2x Úlairë Enquëa, Ringwraith in Twilight (MM)
- 2x Úlairë Enquëa, Lieutenant of Morgul (FR)
- 2x Úlairë Toldëa, Messenger of Morgul (FR)
- 2x Úlairë Cantëa, Lieutenant of Dol Guldur (FR)

2x Úlairë Ostëa, Lieutenant of Morgul (FR)

- 2x Threshold of Shadow (FR)
- 2x The Twilight World (FR)
- 4x It Wants to Be Found (MM)
- 4x In the Ringwraith's Wake (FR)
- 4x Morgul Gates (FR)
- 1x The Balrog, Durin's Bane (MM)
- SITES:
- 1. East Road (FR)
- 2. Weathertop (FR)
- 3. Ford of Bruinen (FR)
- 4. Moria Lake (FR)
- 5. Bridge of Kazad-Dûm (FR)
- 6. Valley of the Silverlode (MM)
- 7. Anduin Wilderland (FR)
- 8. Shores of Nen Hithoel (FR)
- 9. Emyr Muil (FR)

WARLORD SAGA OF THE STORM

Card combos make a monstrous deck

The concept of this deck is simple: bury your opponent in monsters quickly and use them to beat him down. It's built on the special ability of your Warlord, the mercenary wizard **Sorscha**, in combination with the special ability of **Toren Yscar**. Sorscha allows you to search your deck to find a monster once per turn and put that card on top of your deck. With **Toren** and **Meet at the Inn**, you can bring cards into your hand the same turn.

While you build up your ranks with monsters, make the fragile Sorscha more durable by using items to raise her AC and hit points. With **Crystalsphere Staff**, she can take pot-shots at whomever she chooses. Remember that Sorscha's ability is an Order, so she can do it any time she's not stunned. By the time she's fully equipped, you may even wish to throw her into melee.

The opening set-up is three **Brine Fiends** and two **Keridwens**. The Fiends' total of six hit points makes it difficult to break your ranks, and the Keridwens provide extra ranged attacks on turn 1. To

by Travis Heermann

maximize your first-turn offense, complete all your attacks before you start using abilities or bringing things into play, because the Fiends are easy targets. Also, bring **Toren** to the top of your deck right away, so you can pick the monsters directly out of your deck.

Both **Ss'saurth** and the **Thunic Wyvern** can be brought into play in Rank 2, move to the front, and attack in the same turn. **Demon of Kvar** and **Daanso Batoq** make an excellent combo, because of the Demon's ability to

stun an enemy and the wound and level reduction Daanso can automatically inflict on a stunned enemy. **Banish the Wound** decreases the chance your opponent can break your ranks, a difficult task already, because most of your characters have two or more hit points. **Teleport** and **Ring of Vorn** let Sorscha herd her lumbering brutes into the front rank as quickly as possible. Attach **Giant Growth** to **Golgoth** to add punch to your attacks.

One weakness of this deck is the monsters' low AC; they die quickly against enemies that cause multiple wounds. Your ranks may break too quickly to permit you to bring out the high-level monsters. It takes time get all those big lugs up to the front. The Monster Rancher deck also does not fare well against decks that rely on their Warlord's high AC, because most monsters' attack bonuses are too small to make a dent. However, **Decay** lets Toren Yscar dispatch pesky items like **Bracers of Ogre Power** and **Yedraw's Tooth**.

SORSCHA, MONSTER RANCHER

- 1x Sorscha (SS)
- 2x Keridwen (SS)
- 3x Brine Fiend (SS)
- 3x Toren Yscar (SS)
- 2x Ss'saurth (AS)
- 2x Belsamoth (AS)
- 2x Invisible Servant (AS)
- 2x Sakarian Giant (GE)
- 2x Golgoth (TC)
- 1x Vahdrek the Crippler (SS)
- 2x Demon of Kvar (SS)
- 2x Barrowgrim (TC)
- 2x Thunic Wyvern (SS)
- 2x Daanso Batoq (GE)
- 3x Meet at the Inn! (SS)
- 2x Imprisoned (GE)
- 3x Giant Growth (SS)
- 3x Teleport (SS)
- 3x Banish the Wound (SS)
- 3x Decay (GE)
- 3x Nothrog Armor (SS)
- 3x Bruntor's Helm (SS)
- 1x Crown of Command (SS)
- 1x Ironcloth Bracer (GE)
- 1x Crystalsphere Staff (SS)
- 1x Ring of Vorn (SS)
- 1x Tome of the Archmage (AS)
- 1x Rod of Resistance (AS)



Dark Allies gives all Clans new friends to play with



Dark Allies, the latest expansion for *Legend of the Five Rings*, is probably the best set yet in the Gold story arc. There's a little something for many older deck concepts as well as new possibilities for many clans.

There is rarely a release where all strongholds have great potential. In *Dark Allies*, the Lion Clan's **Shiro Matsu** is the most controversial of the three new strongholds. It's good to get an extra attack phase as a Limited action. The problem will be giving up the one higher starting honor of Lion's other stronghold, not to mention the nigh-absolute control of terrain cards. **Kyuden Agasha** singlehandedly makes spells a viable core strategy for Phoenix decks. The reduced cost is great, as is the ability to attach what you've just drawn. Last but not least, the return of the Mantis clan gives aqua-green players what they've been waiting for. **City of Lightning** is OK — lower numbers than **Kyuden Yoritomo**, but it takes advantage of the newer Naval Invasion rule — but the new **Kobune Port**, a 3-gold-for-2 holding, as well as **Celestial Sword of the Mantis Clan**, make the Mantis Clan a real faction at last.

There are some other useful cards that, no doubt, you'll see sooner or later. **Boastful Proclamation** creates a very tempting target for a turn, then turns into an honor gain and a stronger province. **Blade of Truths** gives +3 Chi as well as a counter for **Karmic Strike**,



among other things. For Dragon decks, the **Wasp Tattoo** gives a Range 4, at the (cheap) cost of -1 Chi. **Rubble of Beiden Pass** eliminates all tokens in the battle — ouch! Especially for the Naga. Each of the four Strength cards has effects that can only be used if you control the appropriate Wind. Though unequal in — well, strength — they make your choice of a Wind card matter even if you play Shadowlands! **Unprepared** lets you win a duel automatically if you have a weapon and an armor card attached. **Personal Sohei** heralds the return of follower-casting Kiho.

Veteran Samurai has Yu 3 and 4 Focus. **Untested Troops** is 4 Force for 6 gold, but they run away as soon as Fear is used in a battle.

With the return of the Mantis clan, ranged attacks got lots of support. The return of Tsuruchi and Mukami as Soul of ... cards is a great start. But that's not all: **Jagged Earth** is a terrain on which every arrow knows the way



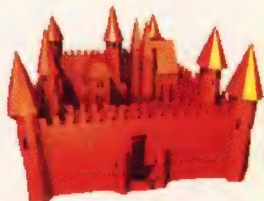
— you can target personalities regardless of followers. **No Hiding Place** is also a great addition to the game — no one is safe now, as a ranged attack may target a personality at home!

Dark Allies has a very few cards in the "totally useless" category. One of them is **One Sword**, another

"Inferior Tactics"-type card, like **Kaneka's Advance** from *An Oni's Fury*. But these few disappointments can't offset the great stuff this set has. The best aspect of the set is that each faction gets at least one good personality, and many have more. And that's what makes a good set. I like these allies — dark or not.

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#145 INQUISITOR (U), ATLANTIS, 180° ARC, RANGE: 3 ATT.; 12 in., Cost: 84

Speed 8 8 8 7 6 5 4 3 2 1 0
Attack 12 10 10 10 10 9 9 8 7 6 5
Defense 16/10 16/10 15/10 15/10 14/10 13 12 12
Damage 4/mf 4/mf 3/mf 3/c 3/c 2/c 2 0/dm

#146 MAELSTROM GOLEM (U), ATLANTIS, 270° ARC, COST: 85

Speed 10 9 8 7 6 5 4 3 2 2 2
Attack 12/se 12/se 11/se 11/se 10 9 8 7 6 5
Defense 18/ba 17/ba 16/ba 16/ba 15/ba 15/ba 14 14 13 12
Damage 4/c 4/c 3/c 3/c 3/c 3/c 3 2 2 1

#147 EMERALD WARDER (U), ELEMENTAL, RANGE: 10 in., COST: 68

Speed 8/st 8/st 8/st 7/st 7/st 6/st 6/st 5 4
Attack 11/mh 11/mh 10/mh 10/mh 9/mh 9/mh 8 4 0
Defense 17 16 16 15 15 14 13 12 11
Damage 4/c 4/c 3/c 3/c 3 2 2 1 0/dm

#148 TROLL KNIGHT (U), ELEMENTAL, COST: 101

Speed 8 7 7 6 5 5 5 5 4 4
Attack 13/se 13/se 12/se 12 11 10 9 8 10/se 7
Defense 16/10 16/10 15/10 15/10 14 14/re 14/re 13/re 12 11
Damage 4/c 4/c 4/bf 4/bf 4/bf 3/bf 3/bf 3/bf 5/b 2

#149 ZOMBIE BARON (U), NECROPOLIS, RANGE: 10 in., COST: 82

Speed 8/ml 7/ml 7/ml 6/st 6/st 5/st 5/st 4 4 4
Attack 12 11 11 10 9 8 8 7 6 5
Defense 18/li 18/li 17/li 16 15 15 14/re 14 13

MAGE KNIGHT

SINISTER
ATLANTIS GUILD

#001 SCOUTING AUTOMOTON (W), COST: 15

Speed 12 10 8 6 4
Attack 7 6 5 4
Defense 15/ba 15 14 13 11
Damage 2 2 1 1

#002 SCOUTING AUTOMOTON (S), COST: 24

Speed 10/qu 9 8 7 6 5 4
Attack 7 7 6 6 5 4
Defense 16/ba 15/ba 15/ba 14 13 11
Damage 2 2 2 2 1 1

#003 SCOUTING AUTOMOTON (T), COST: 28

Speed 10/qu 10/qu 9 8 7 6 5 4
Attack 7 7 7 6 6 5 4
Defense 16/ba 16/ba 15/ba 15 14 13 11
Damage 2 2 2 2 1 1

#004 FIGHTING AUTOMOTON (W), COST: 18

Speed 8 7 6 5 5 4
Attack 9 8 7 6 5 4
Defense 15/ba 15/ba 14 14 13 11
Damage 3 2 2 2 1 1

#005 FIGHTING AUTOMOTON (S), COST: 22

Speed 8 7 6 6 5 4
Attack 10 9 8 7 6 5 4
Defense 15/ba 15/ba 15/ba 14 14 13 11
Damage 3 3 2 2 2 1 1

#006 FIGHTING AUTOMOTON (T), COST: 24

Speed 8 7 6 6 6 5 5 4
Attack 10 9 8 7 7 6 5 4
Defense 15/ba 15/ba 15/ba 15 14 13 12 11
Damage 3 3 3 2 2 2 1 1

#031 IMPALING GOLEM (W), RANGE (2 ATT.): 8 in., COST: 44

Speed 8 8 7 7 6 5 4 2
Attack 9 9 8 8 7 6 6 4
Defense 16/ba 15/ba 15/ba 14 14 13 12 11
Damage 3pi 3pi 2 2 2 2 2 2

#032 IMPALING GOLEM (S) RANGE (2 ATT.): 10 in., COST: 53

Speed 8 8 7 7 6 6 5 4 2
Attack 10 9 9 8 8 7 7 6 5 4
Defense 16/ba 16/ba 15/ba 15/ba 14 14 13 12 11
Damage 3pi 3pi 2pi 2 2 2 2 2 2

#033 IMPALING GOLEM (T) RANGE (2 ATT.): 10 in., COST: 59

Speed 8 8 7 7 6 6 5 4 2
Attack 10 10 9 8 8 7 7 6 5 4
Defense 17/ba 16/ba 15/ba 15/ba 14/ba 14 13 13 12 11
Damage 3pi 3pi 3pi 2 2 2 2 2 2

SPECIAL ABILITIES

Speed	Defense
aq Aquatic	ba Battle Armor
bo Bound	de Defend
ch Charge	do Dodge
fl Flight	in Invulnerability
fm Force March	li Limited Invisibility
ml Magic Levitation	mi Magic Immunity
ni Nimble	mr Magic Retaliation
qu Quickness	pa Pole Arm
ra Ram	re Regeneration
st Stealth	to Toughness
Attack	Damage
fl Flame/Lightning	bf Battle Fury
he Healing	be Berserk
mb Magic Blast	co Command
mh Magic Healing	dm Demoralized
sw Shockwave	mc Magic Confusion
sa Sneak Attack	me Magic Enhancement
se Sweep	mf Magic Freeze
va Vampirism	ne Necromancy
ve Venom	pi Pierce
wm Weapon Master	

Players Guide



Troll Knight

Damage 3/c 3/ne 2/ne 2/ne 2 2 2 1 1

#150 ORDER OF UHLRIK (U), NECROPOLIS, COST: 88

Speed 8/st 8/st 7/st 7 7 6 6 5
Attack 13/sa 13/sa 12/va 11/va 11/va 10/va 9 8 6
Defense 18/ba 17/ba 16/ba 16/ba 15 14 13 12 11
Damage 4/c 4/c 4/c 3/c 3/c 2/bf 2/bf 2

#151 DWARVEN HAMMERSKALD (U), BLACK POWDER, 180° ARC, COST: 97

Speed 8/fm 8/fm 6 6 6 6 5 5 5 3
Attack 13/se 12/se 12/se 11 11 11 10 9 9 7
Defense 13/mi 18/mi 18/mi 17/mi 17/mi 16/mi 15/mi 14/pa 13
Damage 5/c 5/c 5/c 4/bf 4/bf 3/bf 3/bf 5 2

#152 AMAZON HUNTRESS (U), BLACK POWDER, RANGE: 12 in., COST: 73

Speed 10/mi 9/mi 9/mi 8/mi 8/mi 7/mi 6 5 5
Attack 11 10 10 10 9 9 8 6 0
Defense 17/mr 17/mr 16/mr 16 15 15 14 13 12
Damage 3/pi 3/pi 3/pi 3/pi 3 3/c 3/c 0/dm

#153 TEMPLE LORD (U), KNIGHTS IMMORTAL, COST: 68

Speed 10/fm 10/fm 8/fm 7 6 6 5 4 4
Attack 12 11 11 10 9 8 6 6 5
Defense 18/mr 17/mr 16/mr 16/mr 15/mr 14 13 12 11
Damage 4/c 4/c 3/c 3/c 3/c 3/c 2 2 1

#154 SUMMONER (U), ORCS, RANGE: 12 in., COST: 76

Speed 10/fm 10/fm 9 8 4 6 5 4/b
Attack 10/mb 10/mb 9/mh 9/mh 8/mh 7/mh 9 8/sw
Defense 16/ba 16/ba 15/ba 15/ba 15/ba 15 13 12/mr
Damage 4/c 3/c 3/c 3/ne 3/ne 3/me 2/me 3/b 1

#155 PYRE SPIRIT (U), MAGE SPAWN, 180° ARC, COST: 87

Speed 12/ra 12/ra 12/ra 12 10 8 6 10/mc

Attack 10/ve 10/ve 9/ve 9/ve 8/va 8 7 9/ve

Defense 19/pa 18/pa 18/pa 17/pa 16/pa 15/pa 14 13/pa

Damage 3/bf 3/bf 2/bf 2/bf 2/bf 2/bf 2 4/b

#156 WHELP MASTER (U), DRACONUM, RANGE: 6 in., COST: 40

Speed 12/fm 10/fm 10/fm 10/fm 8 8
Attack 12 11 11 10 9 9
Defense 17/10 16/10 15/10 15 15 14
Damage 2/bf 2/bf 2 2 2 4/b

#157 BLADESMITH DRACONUM (U), DRACONUM, RANGE: 6 in., COST: 58

Speed 10/fm 10/fm 9/fm 9/fm 8/fm 8 4
Attack 12/wm 11/wm 11/wm 10/wm 9/wm 9 5
Defense 17/10 17/10 16/10 16 15 14 13
Damage 2/bf 2/bf 2/bf 2/bf 2 4/b 1

#158 ELDRITCH DRACONUM (U), DRACONUM, 180° ARC, RANGE: 10 in., COST: 93

Speed 8/st 8/st 7/st 7/st 7/st 6 4 4
Attack 11/mh 10/mh 10/mh 9/mh 9/mh 8/mh 7/mh 5
Defense 19/df 18/df 18/df 17/df 17 16 15 14 13
Damage 3/me 3/me 3/me 3/me 2/me 2/me 2 2

#159 DEMIPHANT (U), DRACONUM, RANGE (2 ATT.): 14 in., COST: 89

Speed 8/st 8/st 7/st 7/st 7/st 6 6 4 4
Attack 12/fi 11/fi 10/fi 9/fi 9/fi 8/fi 8 7
Defense 18/mi 17/mi 17/mi 16/mi 15/mi 15/mi 14/mi 13/mi 12/mi
Damage 4/c 3/c 3/c 3/c 3 2 2 2 2

#160 REGAL DRACONUM (U), DRACONUM, 180° ARC, RANGE (4 ATT.): 14 in., COST: 174

Speed 8/st 8/st 8/st 7/st 7/st 7/st 6 6 4 4
Attack 14 13 13 13 12 11 10 9 8 7
Defense 19/mi 18/mi 18/mi 17/mi 16/mi 16/mi 15/mi 14/mi 13/mi
Damage 5/fm 5/fm 4/mf 4/mf 4/c 4/c 3/c 3 2 2 2

Players Guide

#034 MAGESTONE LORD (W), RANGE: 10 in., COST: 23

Speed 8 7 6 5 4 2
Attack 9mb 8ba 7 6 5 4 0
Defense 15/ba 14ba 14 13 12 11
Damage 2 1 1 1 0dm

#035 MAGESTONE LORD (S), RANGE: 10 in., COST: 30

Speed 8 7 6 5 5 4 2
Attack 10mb 9mb 8 7 6 4 0
Defense 15/ba 15/ba 14ba 13 12 11 11
Damage 3 2 2 1 1 1 0dm

#036 MAGESTONE LORD (T), RANGE: 10 in., COST: 34

Speed 8 7 7 6 5 5 4 2
Attack 10mb 10mb 9mb 8 7 5 0
Defense 15/ba 15/ba 15/ba 14 13 12 11
Damage 3 3 2 2 1 1 0dm

#091 THUNDER GOLEM (U), RANGE: 14 in., COST: 94

Speed 6 6 6 5 5 5 4 4 4 3 2
Attack 12 12 12 11 11 11 10 9 8 7
Defense 18/ba 17/ba 16/ba 16/ba 15/ba 15/ba 14/ba 14/ba 13 12
Damage 4pi 4pi 4pi 4pi 4pi 4pi 4 3 2 2 2

#092 THUNDER GOLEM (S), RANGE: 14 in., COST: 94

Speed 6 6 6 5 5 5 4 4 4 3 2
Attack 12 12 12 11 11 11 10 9 8 7
Defense 18/ba 17/ba 16/ba 16/ba 15/ba 15/ba 14/ba 14/ba 13 12
Damage 4pi 4pi 4pi 4pi 4pi 4pi 4 3 2 2 2

#093 THUNDER GOLEM (T), RANGE: 14 in., COST: 94

Speed 6 6 6 5 5 5 4 4 4 3 2
Attack 12 12 12 11 11 11 10 9 8 7
Defense 18/ba 17/ba 16/ba 16/ba 15/ba 15/ba 14/ba 14/ba 13 12
Damage 4pi 4pi 4pi 4pi 4pi 4pi 4 3 2 2 2

#019 DWARVEN PIKEMAN (W), COST: 18

Speed 6 6 6 5 5 2
Attack 8 7 6 5 4 0
Defense 17/pa 16mi 15mi 14mi 13 12
Damage 2 2 1 1bf 1bf 0dm

#020 DWARVEN PIKEMAN (S), COST: 22

Speed 6 6 6 5 5 4 2
Attack 8 8 7 6 5 4 0
Defense 18/pa 17mi 16mi 15mi 14mi 13 12
Damage 2 2 2 1bf 1bf 1bf 0dm

#021 DWARVEN PIKEMAN (T), COST: 26

Speed 6 6 6 5 5 4 2
Attack 9 8 8 7 6 5 4 0
Defense 18/pa 17pa 16mi 15mi 14mi 13mi 13 12
Damage 2 2 2 2bf 1bf 1bf 1bf 0dm

#022 DWARVEN MINER (W), RANGE: 6 in., COST: 23

Speed 6 6 5 5 4 2
Attack 7sw 7sw 6 5 4 0
Defense 16mi 15mi 15mi 14mi 13 12
Damage 2 2 1 1bf 1bf 0dm

#023 DWARVEN MINER (S), RANGE: 6 in., COST: 26

Speed 6 6 6 5 5 4 2
Attack 8sw 7sw 6 6 5 4 0
Defense 16mi 16mi 15mi 15mi 14 13 12
Damage 2 2 2 1bf 1bf 1bf 0dm

#024 DWARVEN MINER (T), RANGE: 6 in., COST: 29

Speed 6 6 6 5 5 4 2
Attack 9sw 8sw 7sw 6 5 4 0
Defense 16mi 16mi 15mi 15mi 14 13 12
Damage 2 2 2 2bf 2bf 1bf 1bf 0dm

#049 SENTRY GOLEM (W), RANGE: 8 in., COST: 26

Speed 6 6 6 5 5 4 2
Attack 8 8 7 7 6 4
Defense 17/10 16/10 16 15 13 11
Damage 2 2 2 2 2 2

#050 SENTRY GOLEM (S), RANGE: 8 in., COST: 29

Speed 6 6 6 5 5 4 2
Attack 8 8 8 8 7 6 4
Defense 17/10 16/10 16 15 15 13 11
Damage 2 2 2 2 2 2

#051 SENTRY GOLEM (T), RANGE: 8 in., COST: 32

Speed 6 6 6 5 5 4 2
Attack 9 8 8 8 7 7 6
Defense 17/10 16/10 16 15 15 14 12
Damage 2 2 2 2 2 2

#052 DWARVEN AXE-KNIGHT (W), 180° ARC, COST: 34

Speed 6 6 5 5 5 4 4
Attack 10se 10se 9 8 8 7 6
Defense 16mi 15mi 15mi 14mi 13 12 11
Damage 3 3 2bf 2bf 2bf 1bf 1bf

#053 DWARVEN AXE-KNIGHT (S), 180° ARC, COST: 42

Speed 6 6 6 5 5 5 4 4
Attack 11se 11se 10se 9 8 8 7 6
Defense 17mi 16mi 15mi 15mi 14 13 12 11
Damage 3 3 3 3bf 2bf 2bf 1bf 1bf

#054 DWARVEN AXE-KNIGHT (T), 180° ARC, COST: 47

Speed 6 6 6 6 5 5 5 4 4
Attack 11se 11se 10se 10 9 8 8 7 6
Defense 17mi 16mi 16mi 15mi 15mi 14 13 12 11
Damage 3 3 3 3bf 3bf 2bf 2bf 1bf 1bf

#094 DWARVEN STOMPER (U), 270° ARC, RANGE: 12 in., COST: 94

Speed 8 8 8 7 7 7 6 6 5 4
Attack 13 12 11 11 10 9 8 7 6 5
Defense 19/10 18/10 17/10 16/10 16 15 14 13 11
Damage 4bf 4bf 4bf 4bf 4bf 4bf 3bf 3bf 2bf 2

#007 WARRIOR SPRITE (W), RANGE: 4 in., COST: 19

Speed 8ft 6ft 5 4 2
Attack 8 6 5 4 0
Defense 15li 14 13 12 11
Damage 2 1 1 1 0dm

#008 WARRIOR SPRITE (S), RANGE: 4 in., COST: 22

Speed 8ft 7ft 6ft 5 4 2
Attack 8 8 6 5 4 0
Defense 15li 15 14 13 12 11
Damage 2 2 1 1 1 0dm

#009 WARRIOR SPRITE (T), RANGE: 6 in., COST: 27

Speed 8ft 8ft 7ft 6ft 5 2
Attack 9 8 8 6 5 0
Defense 15li 15li 15 14 13 11
Damage 2 2 2 1 1 1 0dm

#010 WOODLAND SNIPER (W), RANGE: 10 in., COST: 13

Speed 8st 8st 6 5 4
Attack 9 9 7 5 0
Defense 14 13 11 10 10
Damage 1 1 1 1 0dm

#011 WOODLAND SNIPER (S), RANGE: 12 in., COST: 20

Speed 8st 8st 8st 6 5 4
Attack 9 9 9 7 5 0
Defense 14 14 13 11 10 10
Damage 2 1 1 1 1 1 0dm

#012 WOODLAND SNIPER (T), RANGE: 12 in., COST: 24

Speed 8st 8st 8st 8st 6 5 4
Attack 10 10 9 7 5 4 0
Defense 15 14 14 13 11 10 10
Damage 2 1 1 1 1 1 0dm

#037 WARBEAR (W), COST: 35

Speed 8 8 7 7 6 5 5 4
Attack 11 11 10 9 8 7 6 0
Defense 17/10 16/10 15 15 14 13 12 11
Damage 3bf 3bf 3bf 3bf 2bf 2bf 1 0dm

#038 WARBEAR (S), COST: 42

Speed 8 8 7 7 6 6 5 4
Attack 12 12 11 10 9 8 7 6 0
Defense 17/10 16/10 15/10 15 14 13 12 11 10
Damage 4bf 3bf 3bf 3bf 2bf 2bf 1bf 1 0dm

#039 WARBEAR (T), COST: 46

Speed 8 8 7 7 6 6 5 4 4
Attack 12 12 11 10 9 8 7 6 5 0
Defense 17/10 16/10 16/10 15 15 14 13 12 11 10
Damage 4bf 4bf 3bf 3bf 2bf 2bf 1bf 1 0dm

#040 CENTAUR MEDIC (W), COST: 23

Speed 5ch 8 7 6 5 4
Attack 7he 7he 6he 5 4 0
Defense 15 14 13 12 12 11
Damage 1 1 1 1 1 0dm

#041 CENTAUR MEDIC (S), COST: 29

Speed 5ch 4ch 7 6 5 4 4
Attack 8he 7he 6he 6 5 4 0
Defense 15 15 14 13 12 12 11
Damage 2 1 1 1 1 0dm

#042 CENTAUR MEDIC (T), COST: 33
 Speed 5ch 4ch 8 7 6 5 4
 Attack 8he 7he 7he 6he 6 5 0
 Defense 16 15 15 14 13 12 11
 Damage 2 2 1 1 1 1 0dm

#092 CENTAUR CHAMPION (U), COST: 59
 Speed 6ch 5ch 5ch 4ch 8 7 6 5 4
 Attack 12 11 10 9 9 8 7 6 5
 Defense 17ba 17ba 16ba 16 15 14 13 11
 Damage 4 4 3 3 3 2 2 2

KNIGHTS IMMORTAL

#025 ELVEN RECRUIT (W), COST: 7
 Speed 8 5 2
 Attack 7 5 0
 Defense 14 12 10
 Damage 2 1 0dm

#026 ELVEN RECRUIT (S), COST: 10
 Speed 8 8 6 2
 Attack 7 7 5 0
 Defense 15 14 12 10
 Damage 2 2 1 0dm

#027 ELVEN RECRUIT (T), COST: 13
 Speed 8 8 6 5 4 2
 Attack 8 8 8 6 4 0
 Defense 15 14 14 12 11 10
 Damage 2 2 2 1 1 0dm

#055 INFANTRY CAPTAIN (W), COST: 18
 Speed 12m 10fm 9fm 7 5 4
 Attack 8 8 8 6 5 0
 Defense 15 15 14 12 11 10
 Damage 2 2 2 1 1 0dm

#056 INFANTRY CAPTAIN (S), COST: 23
 Speed 12m 10fm 9fm 7 6 5 4
 Attack 9 9 9 7 6 5 0
 Defense 16 15 15 13 12 11 10
 Damage 3 3 3 2 2 1 0dm

#057 INFANTRY CAPTAIN (T), COST: 28
 Speed 12m 10fm 10fm 9fm 7 6 5 4
 Attack 9 9 9 9 7 6 5 0
 Defense 17 16 15 15 13 12 11 10
 Damage 3 3 3 3 2 2 1 0dm

MAGE SPAWN

#016 THROTTLE WORMS (W), 270° ARC, COST: 22
 Speed 8 7 6 5 4
 Attack Ove Ove Ove Ove 0
 Defense 14to 13 12 11 10
 Damage 0 0 0 0 0

#017 THROTTLE WORMS (S), 270° ARC, COST: 27
 Speed 9 8 7 6 5 4
 Attack Ove Ove Ove Ove 0
 Defense 15to 14 13 12 11 10
 Damage 0 0 0 0 0 0

#018 THROTTLE WORMS (T), 270° ARC, COST: 35
 Speed 10 9 8 7 6 5 4
 Attack Ove Ove Ove Ove 0
 Defense 16to 15to 14 13 12 11 10
 Damage 0 0 0 0 0 0 0

#065 TOMB HORROR (W), COST: 36
 Speed 8ni 7ni 6ni 5 4 4
 Attack 9sa 8sa 7 6 5 4
 Defense 14do 14 13 13 12re 11to
 Damage 2bf 2bf 1bf 1bf 1 1bf

#066 TOMB HORROR (S), COST: 37
 Speed 8ni 8ni 7ni 6 5 4
 Attack 10sa 8sa 7 6 5 4
 Defense 14do 14 13 13 12re 11to
 Damage 2bf 2bf 1bf 1bf 1 1bf

#067 TOMB HORROR (T), COST: 38
 Speed 8ni 8ni 8ni 7 6 5
 Attack 10sa 9sa 8 7 6 5
 Defense 14do 14 13 13 12re 11to
 Damage 2bf 2bf 2bf 1bf 1 1bf

#088 TROG (W), RANGE: 4 IN., COST: 26
 Speed 8aq 8aq 7aq 5 4
 Attack 9ve 8ve 7 5 0
 Defense 15to 15 14 13 11
 Damage 3bf 2bf 2bf 1bf 0dm

#089 TROG (S), RANGE: 4 IN., COST: 29
 Speed 8aq 8aq 7aq 6 5 4 2
 Attack 9ve 9ve 8 6 5 0 0
 Defense 15to 15 14 13 12 11 11
 Damage 3bf 2bf 2bf 2bf 1bf 0dm

#090 TROG (T), RANGE: 4 IN., COST: 35
 Speed 8aq 8aq 7aq 6aq 5 4 4 2
 Attack 10ve 9ve 8 6 5 4 0 0
 Defense 15to 15 15 14 13 12 11 10
 Damage 3bf 3bf 2bf 2bf 1bf 1 0dm

#095 MUMMY (U), COST: 77
 Speed 6st 6st 6st 6st 6st 6st 6st 6st 6st 6st
 Attack 12ve 12ve 12ve 11ve 11 10 9 8 7
 Defense 17mi 16mi 15mi 15mi 15mi 15mi 14mi 13re 12
 Damage 4bf 4bf 4bf 3bf 3bf 3bf 2bf 2bf 1

NECROPOLIS

#013 GIBBERING GHOUL (W), COST: 16
 Speed 8 6 4 3 2
 Attack 8 7 6 5 0
 Defense 15ba 14 13re 12re 11
 Damage 2 2 1 1 0dm

#014 GIBBERING GHOUL (S), COST: 20
 Speed 8 6 4 3 2
 Attack 9 8 7 6 0
 Defense 15ba 14re 13re 12re 11
 Damage 2 2 2 1 0dm

#015 GIBBERING GHOUL (T), COST: 24
 Speed 8 7 6 4 3 2
 Attack 10 9va 8 7 6 0
 Defense 16ba 15 14re 13re 12re 11
 Damage 2 2 2 1 1 0dm

#043 DEATH MERCHANT (T), COST: 32
 Speed 8qu 7 6 5 4 4 2
 Attack 9wm 9 8 7 6 5 0
 Defense 16ba 16ba 15ba 14 13re 11
 Damage 2bf 2bf 2bf 2bf 1bf 1 0dm

#044 DEATH MERCHANT (S), COST: 41
 Speed 8qu 8qu 7 6 5 4 2
 Attack 10wm 9wm 9 8 7 6 0
 Defense 17ba 16ba 16ba 15ba 14re 11
 Damage 3bf 2bf 2bf 2bf 2bf 1 0dm

#045 DEATH MERCHANT (T), COST: 50
 Speed 8qu 8qu 8 7 6 5 4 2
 Attack 10wm 10wm 9wm 9 8 7 6 0
 Defense 17to 16ba 16ba 16ba 15ba 14re 11
 Damage 3bf 3bf 2bf 2bf 2bf 1 0dm

#046 NIGHTFRIEND (W), COST: 39
 Speed 10 8 7 6 5 4 2
 Attack 9sa 9sa 9va 8va 7va 6 0
 Defense 16mi 16mi 15mi 15 14 13 11
 Damage 3bf 3bf 2bf 2bf 2bf 1bf 0dm

#047 NIGHTFRIEND (S), COST: 50
 Speed 10qu 9qu 8 7 6 5 4 2
 Attack 10sa 10sa 9va 9va 8va 7 6 0
 Defense 16mi 16mi 16mi 15 15 14 13 11
 Damage 3bf 3bf 3bf 3bf 2bf 2bf 1bf 0dm

#048 NIGHTFRIEND (T), COST: 66
 Speed 10qu 10qu 9 9 8 7 6 5 4 0
 Attack 10sa 10sa 10sa 10va 9va 9va 8va 7 6 0
 Defense 17mi 16mi 16mi 16mi 16 15 14 13 11
 Damage 3bf 3bf 3bf 3bf 3bf 3bf 2bf 1bf 0dm

#093 NECROPOLIS JUDGE (U), RANGE (2 ATT.): 10 IN., COST: 87
 Speed 10 10 9 9 8 7 6 5 4
 Attack 12 11va 10va 9va 9va 8 7 6 5
 Defense 18mi 17mi 17mi 16mi 15mi 14mr 13mr 12mr 11mr
 Damage 3mf 3mf 3mf 3bf 2bf 2ne 2ne 1 1

ORC RAIDERS

#028 FODDER (W), COST: 10
 Speed 8 6 4
 Attack 7 6 6
 Defense 14 13 12
 Damage 2bf 1 2be

#029 FODDER (S), COST: 14
 Speed 8 8 6 4
 Attack 7 6 7 6
 Defense 15 14 13 12
 Damage 2bf 2 3be 2be

#030 FODDER (T), COST: 18
 Speed 8 8 6 5 4
 Attack 8 7 8 7 6
 Defense 15ba 14 13 12 11
 Damage 2bf 2 3be 3be 2be

#058 DIGGER (W), RANGE: 6 IN., COST: 14
 Speed 8 7 4
 Attack 8sw 7 0
 Defense 14ba 12 11
 Damage 2bf 2be 0dm

#059 DIGGER (S), RANGE: 6 IN., COST: 18
 Speed 8 6 5 7 4
 Attack 8sw 7 6 7 0
 Defense 15ba 14 13 12 11
 Damage 2bf 1bf 1 2be 0dm

#060 DIGGER (T), RANGE: 6 IN., COST: 20
 Speed 8 6 5 7 4
 Attack 9sw 8 7 8 0
 Defense 15ba 14ba 13 12 11
 Damage 2bf 2bf 1 2be 0dm

SOLONAVI

#096 SOLOMAN AVENGER (U), 180° ARC, COST: 86
 Speed 14ft 13ft 12qu 11qu 10 9 8 7 6
 Attack 11wm 11wm 11wm 10wm 10wm 10wm 9 8 7
 Defense 17ba 17ba 17ba 16ba 16ba 16ba 15 14
 Damage 3bf 3bf 3bf 3bf 3bf 3bf 3bf 3bf 3

#097 SOLOMAN DESTROYER (U), 180° ARC, RANGE: 12 IN., COST: 90
 Speed 14ft 12ft 11ra 10ra 9 8 7 6 5
 Attack 11mb 11mb 10mb 10mb 10 9 9 8 7
 Defense 17mi 17mi 16mi 16mi 16mi 15 15 14
 Damage 3bf 3bf 3bf 3bf 2bf 2bf 2bf 2bf 2

#098 SOLOMAN STRIKER (U), 180° ARC, RANGE: 14 IN., COST: 112
 Speed 14ft 13ft 13to 12to 10 9 8 7 6
 Attack 12ft 11ft 11ft 10ft 10ft 10ft 9ft 8 7
 Defense 18to 17to 17to 16to 16 16 15 14
 Damage 4bf 4bf 4bf 4bf 4bf 4bf 4bf 4bf 3

#099 SOLOMAN TORMENTER (U), 180° ARC, COST: 121
 Speed 14ft 13ft 6ch 6ch 5ch 5ch 8 7 6 5
 Attack 12ve 12ve 11ve 11ve 10ve 10ve 9ve 8 7
 Defense 18do 17 17 16 16 16 15 15 14
 Damage 5bf 4bf 4bf 4bf 4bf 3bf 3bf 3bf 3

#100 SOLOMAN CREATOR (U), 180° ARC, RANGE: 14 IN., COST: 178
 Speed 14ft 14ft 14ft 14ft 14ft 13ft 13ft 12ft 11ft 10ft
 Attack 14bm 13bm 12bm 12bm 11sw 11sw 10sw 9 8 7
 Defense 18lb 17lb 17lb 16re 16re 15 15 14 14
 Damage 5co 4co 4co 4co 4co 4bf 4bf 4bf 3bf 3

DUAL FACTIONS

#061 ELVEN DEMI-MAGUS (W), ATLANTIS/ELEMENTAL, RANGE: 10 IN., COST: 31
 Speed 8 8 6 4 2
 Attack 7mb 7 5 4 0
 Defense 15df 14 12 11 11
 Damage 2me 2me 2me 1 0dm

#062 ELVEN DEMI-MAGUS (S), ATLANTIS/ELEMENTAL, RANGE: 10 IN., COST: 37
 Speed 8 8 8 6 4 2
 Attack 7mb 7mb 7 5 4 0
 Defense 16df 15 14 12 11 10
 Damage 2me 2me 2me 1 1 0dm

#063 ELVEN DEMI-MAGUS (T), ATLANTIS/ELEMENTAL, RANGE: 10 IN., COST: 39
 Speed 8 8 8 6 4 2
 Attack 8mb 7mb 7 5 4 0

Defense 16df 15df 14 12 11 10
 Damage 2me 2me 2me 1 1 0dm

#064 TROLL GUNNER (W), ATLANTIS/ELEMENTAL, RANGE: 12 IN., COST: 33
 Speed 6 6 5 5 4 4
 Attack 10ft 9ft 8ft 6 4 0
 Defense 13to 13 12 12 11re 11
 Damage 3bf 3bf 3 1 1 0dm

#065 TROLL GUNNER (S), ATLANTIS/ELEMENTAL, RANGE: 12 IN., COST: 39
 Speed 6 6 6 5 5 4 4
 Attack 10ft 10ft 9ft 8ft 6 4 0
 Defense 15to 14 13 12 12 11re 11
 Damage 3bf 3bf 3 3 1 1 0dm

#066 TROLL GUNNER (T), ATLANTIS/ELEMENTAL, RANGE: 12 IN., COST: 52
 Speed 6 6 6 6 5 5 4 4
 Attack 11ft 10ft 10ft 9ft 8ft 6 4 0
 Defense 15to 15to 14 13 12 12 11re 11
 Damage 4bf 4bf 4bf 4 4 1 1 0dm

#067 TROLL ZOMBIE (W), ELEMENTAL/NECROPOLIS, COST: 27
 Speed 6 6 5 5 4 4 4
 Attack 9 8 8 7 7 6 5
 Defense 13 12 12 12 11 11re 10re
 Damage 3bf 3bf 2bf 2bf 2bf 1 1

#068 TROLL ZOMBIE (S), ELEMENTAL/NECROPOLIS, COST: 29
 Speed 6 6 6 5 5 4 4
 Attack 9 9 8 7 7 6 5
 Defense 14 13 12 12 12 11 11re 10re
 Damage 3bf 3bf 2bf 2bf 2bf 1 1

#069 TROLL ZOMBIE (T), ELEMENTAL/NECROPOLIS, COST: 34
 Speed 6 6 6 5 5 5 4 4
 Attack 9 9 9 8 8 7 7 6 5
 Defense 14 14 13 13 12 12 11re 11re 10re
 Damage 3bf 3bf 3bf 2bf 2bf 2bf 1 1

#70 CORRUPTED PRIEST (W), ELEMENTAL/NECROPOLIS, RANGE: 10 IN., COST: 48
 Speed 10ft 9ft 8ft 7ft 6ft 5 4
 Attack 10mh 9mh 7va 6va 5 4 0
 Defense 17df 16df 16 15 15 13 11
 Damage 2 2 2bf 2bf 1bf 1bf 0dm

#071 CORRUPTED PRIEST (S), ELEMENTAL/NECROPOLIS, RANGE: 10 IN., COST: 55
 Speed 10ft 9ft 9ft 8ft 7ft 6 5 4
 Attack 10mh 10mh 9va 7va 6va 5 4 0
 Defense 17df 17df 16 15 15 13 11
 Damage 2 2 2bf 2bf 2bf 1bf 1bf 0dm

#072 CORRUPTED PRIEST (T), ELEMENTAL/NECROPOLIS, RANGE: 10 IN., COST: 61
 Speed 10ft 9ft 9ft 8ft 7ft 6 5 4
 Attack 11mh 10mh 9mh 7va 7va 6va 4 0
 Defense 17df 17df 16 15 15 13 11
 Damage 2 2 2 2bf 2bf 1bf 1bf 0dm

#073 FANGED GUNSLINGER (W), NECROPOLIS/BLACK POWDER, RANGE (2 ATT.): 6 IN., COST: 33
 Speed 10ft 9ft 9ft 8ft 7 5
 Attack 9 9 8va 8va 6 0
 Defense 15 14 13 12 11 10
 Damage 2bf 2bf 2bf 2bf 2 0dm

#074 FANGED GUNSLINGER (S), NECROPOLIS/BLACK POWDER, RANGE (3 ATT.): 6 IN., COST: 44
 Speed 10ft 10ft 9ft 9ft 8ft 7 5
 Attack 10 9 9va 8va 7 5 0
 Defense 15 15 14 13 12 11 10
 Damage 2bf 2bf 2bf 2bf 2bf 2 0dm

#075 FANGED GUNSLINGER (T), NECROPOLIS/BLACK POWDER, RANGE (4 ATT.): 6 IN., COST: 56
 Speed 10ft 10ft 9ft 9ft 8ft 7 5
 Attack 11 10 9va 8va 8 6 0
 Defense 15 15 15 14 13 12 11
 Damage 2bf 2bf 2bf 2bf 2bf 2 0dm

#076 DETONATING ZOMBIE (W), NECROPOLIS/BLACK POWDER, RANGE: 6, COST: 12
 Speed 6
 Attack 9sw
 Defense 13
 Damage 3

#077 DETONATING ZOMBIE (S), NECROPOLIS/BLACK POWDER, RANGE: 6, COST: 21
 Speed 6 4
 Attack 10sw
 Defense 14to 10
 Damage 4 1

#078 DETONATING ZOMBIE (T), NECROPOLIS/BLACK POWDER, RANGE: 6, COST: 25
 Speed 6 5 4
 Attack 10sw 8sw 6
 Defense 14to 12 10
 Damage 4 3 1

#079 GOLEM MECHANIC (W), BLACK POWDER/ATLANTIS, COST: 24
 Speed 6 5 5 4 2
 Attack 8he 7he 6 5 0
 Defense 15ba 14mi 13mi 12 11
 Damage 2 1 1bf 1bf 0dm

#080 GOLEM MECHANIC (S), BLACK POWDER/ATLANTIS, COST: 30
 Speed 6 6 5 5 4 2
 Attack 9he 8he 7he 6 5 0
 Defense 16ba 15mi 14mi 13 12 11
 Damage 2 1 1 1bf 1bf 0dm

#081 GOLEM MECHANIC (T), BLACK POWDER/ATLANTIS, COST: 32
 Speed 6 6 5 5 4 4 2
 Attack 9he 8he 7he 6 5 4 0
 Defense 16ba 15mi 14mi 13 12 11 11
 Damage 2 2 1 1bf 1bf 1 0dm

#082 WRATH GOLEM (W), BLACK POWDER/ATLANTIS, RANGE: 10 IN., COST: 59
 Speed 8 8 7 7 6 5 4 3 2
 Attack 10ft 9ft 9ft 9 8 7 6 5 4
 Defense 17to 16to 14ba 14ba 13 12 11 10
 Damage 3bf 3bf 3bf 3bf 3bf 3bf 2bf 1bf 1

#083 WRATH GOLEM (S), BLACK POWDER/ATLANTIS, RANGE: 10 IN., COST: 64
 Speed 8 8 7 7 6 6 5 4 3 2
 Attack 10ft 9ft 9ft 8ft 8 7 7 6 5 4
 Defense 17to 17to 15ba 15ba 15 14 13 12 11 10
 Damage 3bf 3bf 3bf 3bf 3bf 3bf 3bf 2bf 1 1

#084 WRATH GOLEM (T), BLACK POWDER/ATLANTIS, RANGE: 10 IN., COST: 71
 Speed 8 8 7 7 6 6 5 4 3 2
 Attack 11ft 10ft 9ft 8ft 8ft 7 7 6 5 4
 Defense 18to 17to 16to 15ba 15ba 14 13 12 11 10
 Damage 3bf 3bf 3bf 3bf 3bf 3bf 3bf 2bf 1 1



Death Merchant



Infantry Captain



Solonavi Striker



Elven Demi-Magus

➤ Dragons & Diamonds

A two-player Dungeons scenario

In the ruins of an ancient castle far to the north, an enormously valuable ice diamond lies in the depths of a frozen magical pool. To melt the enchanted ice, you must find the secret trigger hidden among the dungeon's artifacts. But to get to the artifacts and the gem, you must face their guardian, the dreaded Polar Ice Dragon.

➤ Setting up

- Choose 200 points' worth of figures for your Heroic Team. At least one must be a Hero (1st or 2nd level). The others may be Heroes or figures from any *Mage Knight* faction except Mage Spawn.
- Set up the map as shown, which requires Dungeons Builder's Kits 1-3 and Artifacts Set 1.
- Each player contributes three Treasure Chests to the Treasure Pool. Place one chest in each room that contains an artifact, except the large central chamber.
- Each player contributes three wandering monster tokens (two yellow and one blue). Place one wandering monster next to each chest. Use the standard *Dungeons* rules to create the Mage Spawn Pool.
- Instead of putting multiple artifact tokens under the artifacts, pull out the two "Hero gains 1 level" (red) and four "Magic Item! ..." (yellow) tokens. Randomly place one under each artifact except the large pool. Each artifact may be activated only once. The large pool is considered frozen and cannot be activated until the secret trigger is found.
- After rolling to determine who gets the first turn, the second player gets to place a young **Polar Ice Dragon** anywhere in the large central chamber (tiles 1, 1, 13, and 17), as long as its base is adjacent to the large pool.

➤ Scenario rules

- Each time a player activates an artifact and takes its token, roll one die to see if the secret trigger is discovered. To be successful, the roll must be higher than the number of artifact tokens remaining under their artifacts (the more artifacts are activated, the sooner the trigger will be found). When a player finds the trigger, he gains 50 experience and the large pool unfreezes.
- Once the large pool unfreezes, it can be activated like a normal artifact. The first figure that activates it gets the gem (use a token or other marker to show which figure has the gem). Unlike normal items or treasure, the gem is not removed from the figure at the end of the turn and then reassigned. It remains in that figure's possession. An opposing figure may steal the gem from the carrier by making a successful theft maneuver. The carrier may pass the gem to a friendly figure in an adjacent square for two



speed points. If the opposing player's figure eliminates the carrier with a close combat attack, that figure takes the gem from the eliminated figure at no speed cost. If the carrier is eliminated in any other way, the gem is dropped in the square of the eliminated figure. It can be picked up for two speed points.

- The gem is worth 2,000 gold. Figures can leave the dungeon at either entrance. In the end, the winner is the player who escapes the dungeon with the most gold.

➤ The dragon

Activation. Instead of sections being activated for movement and attacks separately (as per *Mage Knight* rules), the sections are activated for speed points used collectively by the dragon.

Each player may activate the dragon during his turn. You may activate the dragon even if it occupies the same tile or a square adjacent to one of your figures.

You can activate one or more sections of the dragon for speed points. The dragon's total speed for the turn is equal to the combined speed of each activated section. All sections must be activated at the same time and each costs one of your activations per turn.

For example, you could activate all four sections of an undamaged young Polar Ice Dragon for four activations, giving it its maximum

speed of 12.

Movement. It costs one speed point for the dragon to move forward, backward, or sideways one row of squares. Two speed may be spent to move the dragon diagonally one square. Turning 90° (keeping the center of the dragon in the same four squares) costs three speed.

As it moves, the dragon ignores chests, artifacts, and the effects of all terrain except blocking terrain.

The dragon must end its movement in squares free from chests, artifacts, wandering monster tokens, figures, and blocking terrain.

If the dragon overlaps a figure or wandering monster token as it moves, it is considered to have "passed through" it at a one-time cost of three speed. After the dragon is completely done moving, any opposing figure it passed through may choose to make a free attack against any section of the dragon, as if it were in base contact. If the figure attacks, that section of the Dragon may counterattack as if it were in base contact.

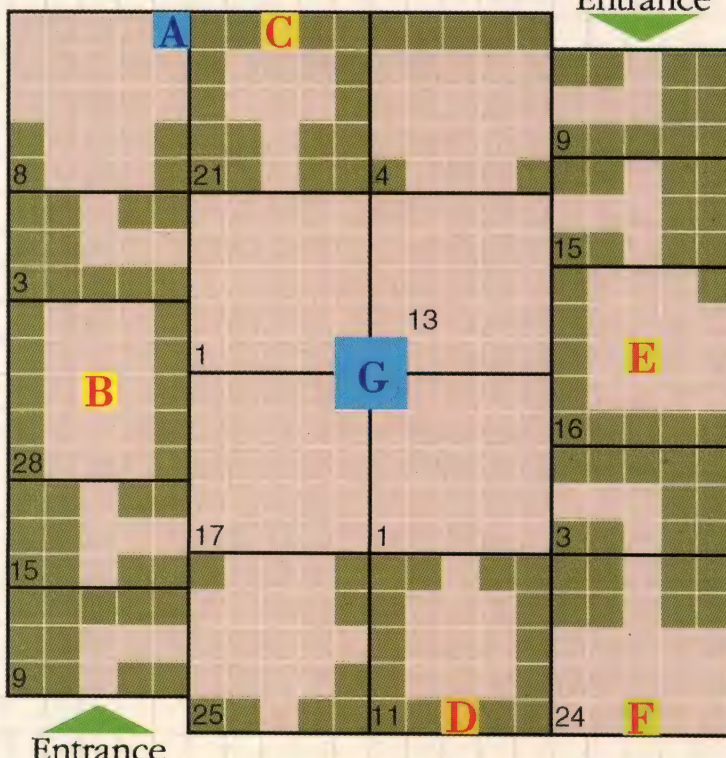
Attacking. After the dragon completes its movement, if it has enough speed points remaining from its original

activations, it may attack. Which sections were activated for speed has no bearing on which sections may attack.

The dragon can make multiple attacks, but each costs four speed points and each section may only attack once.

Example: If four of the dragon's original 12 speed points are used for movement, it can make two attacks — say, one from the head and the other from the tail. If it doesn't move, it could make three attacks.

- A** Small Pool
- B** Dragon Altar
- C** Idol of Sharise
- D** Serpent Statue
- E** Bone Fountain
- F** Matriarch Idol
- G** Large Pool



Entrance

Entrance

Welcome to the ~~Jungle~~ ~~Swamp~~ ~~Jungle~~ ~~Swamp~~

MAGI
NATION™
DUEL™

Though the Magi of Bograth and Paradwyn would deny it, the new regions introduced in Magi-Nation's *Nightmare's Dawn* expansion are more similar than they'd like to admit. Paradwyn is a jungle paradise teeming with beautiful creatures. The dank swamps of Bograth are full of critters as well, if a bit messier. While the Magi draw a border between the two regions, the creatures don't seem to pay it any mind. Summoning the power of their dreams, the warring Magi discover how much they have in common.

Each creature and spell in this deck has both the Bograth and Paradwyn traits. With judicious choices of Magi, a deck using both regions never needs to pay the penalties for summoning cards from a region other than the Magi's. In this case, **Eryss**, who is both Bograth and Paradwyn, is joined by the swamp-dwelling **Emlob** and the jungle-loving **Yricho**.

Eryss, with the home-court(s) advantage, should be your first Magi. She immediately gets four cards (**Fog Hyren**, **Gremble**, **N'Kala**, and **Poison Baloo Root**) and has the starting energy

SCRYE LAB NEW DECK CONCOCTIONS! by Richard Weld

MAGI:

- Eryss (ND)
- Emlob (ND)
- Yricho (ND)
- 3x Fog Hyren (ND)
- 3x Gremble (ND)
- 3x Mydra (ND)
- 3x N'Kala (ND)
- 3x Poison Baloo Root (ND)
- 3x Quido Swarm (ND)
- 3x Taglat (ND)
- 3x Treepsh (ND)
- 3x Mydra Swarm (ND)
- 3x Sneak Attack (ND)
- 3x Spirit Drain (ND)
- 3x Heart of Paradise (ND)
- 2x Relic Mirror (LTD)
- 2x Relic Stalker (LTD)



to play them. Go second in the game and you also get her 5 Energize energy, so you can slap these down and use the Dreamwarp ability on Fog Hyren, N'Kala, and Poison

Baloo Root to give them each an additional energy, leaving two energy on Eryss.

Use N'Kala's Support power to add one energy to Eryss. You've got one card in your hand. If it's a N'Kala or a relic, play it. If not, discard Gremble to discard your hand and draw

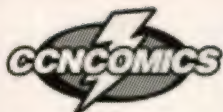
three cards. Now use Fog Hyren's ability to sacrifice two of its energy and draw two cards; you're back up to five cards. Unless you played a second N'Kala, you still have three energy, and there's bound to be something you can play. Hopefully, it's **Heart of Paradise**.

Heart of Paradise lets you increase your Magi's energize rate by one. Also, if your Magi is Bograth and your opponent's is Paradwyn, or vice versa, you win the game if you have 50 energy in play at the start of your turn — though that's unlikely. Unfortunately, if your Magi is defeated while the Heart is in play, your opponent gains control of it.

While the Heart is on the board, your opponent will try to destroy or steal it. **Relic Mirrors** help prevent the former and **Relic Stalkers** the latter. Once you have the Heart in play, put out a Mirror to protect it, but keep the Stalkers in your hand. Play those just before you use them — just in case.

Eryss is a good first Magi if you're aggressive with this deck, but she's not a powerhouse guaranteed to win the game all by herself. Your second Magi, Emlob, can summon up a nice big army. Should he fall, Yricho will hopefully help you make a comeback. These regions work well together — when they're not at war.

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Cell Games has new ways to win, more Cell's coming out to play!

His arena is built, the warriors are gathered, and the battle is ready to start! Score has released *Cell Games*, the latest expansion for *Dragon Ball Z* — 131 cards of pure power (including six preview cards from *World Games*, the next set). You'll also find two new ways to win in *Cell Games*. The first is **Cosmic Backlash**, a simple physical attack that forces your opponent to draw five cards. That might sound like a drawback, but if it is successful, you win the game! The second is **Dragon's Victory**, a combat card you can only use if you have four anger. Each time you use it, you may raise your opponent's anger one level. Then, if both you and your opponent have four anger, you win the game! It sounds simple, but only decks that have solid strategy can pull these off consistently.

Many cards in *Cell Games* will fit into existing decks. **Goku's Farewell** is a non-combat that raises your main personality to its highest level and power stage. You get tons of power, but you have to move fast, since you gain one anger at the start of every turn, and when you reach five anger, you lose the game! There's also **Caught Off Guard Drill**, which lets you declare any single non-Dragon Ball card

First Cut

Strategies for new releases
by David Fashbinder



in the game unplayable (by you and your opponent) until the drill is discarded from play.

Sorry, Cell, it's for Heroes only! Score has finally introduced **Cell Jr.**, giving Cell an edge with his own "personal" allies — they can only be used

if Cell is your main personality. Trunks and Piccolo each receive a Level 5 personality in this set — both ultra-rare cards — to contend with Goku, Vegeta, Gohan, and Cell. Also, each fighting style gets a pair of Defense Shield drills; one stops the first physical attack, the other stops the first energy attack.

Two new game mechanics introduced in *Cell Games* are focused attacks and endurance. Focused attacks can't be stopped by cards which stop both energy and physical attacks, like **Time Is A Warrior's Tool**. You must block a focused energy attack with a card that stops only an energy attack, for instance. While focused attacks aid your offense, endurance offers a great method for dealing with damage. If you turn over a card with an endurance value while taking life cards of damage, that value is eliminated from the remaining damage you must take! The only drawback is that you must remove the card from the game after that — which isn't that bad in the right kind of decks.

All in all, the set is well-balanced between the powers of each style. This set will see the DBZ community through the Nationals and Worlds, where it will be put to the ultimate test.

Cell wipes out opposing decks

Cell is one of the meanest baddies in the *Dragon Ball Z* world and one of the best personalities in the card game. Combine him with the **Trunks Saga Namekian Style Mastery**, which gives you card advantage and keeps you powered up, and you get one heck of a bad time for anyone who challenges you.

Cell's personality cards have great powers, but none match his level 1 promo card, which gives him a physical attack doing +3 stages that can be used twice per combat. Power like that is not to be taken lightly, especially when you are packing some of the new *Cell Games* cards like **Cell's Back Slap**, which lets you draw the bottom card from the discard pile, even if the

SCRYE LAB

NEW DECK CONCOCTIONS!
by Cole Hutto

attack doesn't connect. Need a Namekian card and your bottom discard isn't Namekian? Play **Namekian Face Smack** and re-arrange the top 10 or bottom 10 cards in your discard pile — bingo! Problem solved.

Namekian Preparation Drill lets you look at the top 5 cards of your

life deck and re-arrange them, ensuring a good draw. Extra damage is always a good thing, especially when it comes from drills, and nothing works better than **Namekian Attack Drill**,

which adds +2 to all your physical attacks. **Nail**

Combat Drill is a Saiyan deck's worst nightmare — even if they get your power stage to 0, you won't stay there for long. When it comes to anger management, the Namekian style doesn't offer much, so **Goku's Heart Disease** and **Awful Abrasions** are a must.

If your tournament scene is dominated by Blue Android 18 and Orange Vinegar decks, whip out an **Aura Clash** to make them shift to level 2. Yes, you'll also shift, but

there's a wicked combo of **Cell** level 2 and **Namekian Quick Blast** here. Dragon Ball decks will cower in fear of **Power of the Dragon**, and it gives you an ally to use with **Namekian Friendship** to clear your opponent's non-combat cards off the board. **Cell's Instant Transmission** can fetch a **Winter Countryside**, buying you time to get **Cell's Threatening Position** out.

This deck runs a little slow at first, but when the time is right, your opponents won't know what hit them.



WhereDidYourLifeDeckGo.com?

- 1x Cell High Tech (Pr)
- 1x Cell, Stage Two lv.2 (CS)
- 1x Cell, Perfect lv.3 (CS)
- 1x Cell, The Destroyer lv.4 (CS)
- 1x Namekian Style Mastery (TS)

ALLIES:

- 1x Guldo lv.1 (FS)
- 1x Android 17 lv.1 (CS)

LOCATIONS:

- 2x Winter Countryside (AS)

NON-COMBATS:

- 2x Namekian Preparation Drill (CS)
- 2x Namekian Attack Drill (CS)
- 2x Nail Combat Drill (TS)
- 2x Android 20's Absorbing Drill (FS)
- 1x Vegeta's Quickness Drill (SS)
- 1x Goku's Heart Disease (AS)

- 1x Awful Abrasions (AS)
- COMBAT CARDS:
- 3x Trunks Energy Sphere (TS)
 - 3x Android 18's Staredown (AS)
 - 2x Cells Instant Transmission (CG)
 - 2x Aura Clash (CG)
 - 1x Namekian Friendship (AS)
 - 1x Android 17 Smirks (AS)
 - 1x Cell's Threatening Position (AS)
 - 1x Power of the Dragon (CG)
 - 1x Time Is a Warriors Tool (FS)
 - 1x Cell's Defense (AS)

ATTACK CARDS:

- 3x Namekian Quick Blast (CG)
- 3x Namekian Dragon Blast (CG)
- 3x Cell's Last Strike (CS)
- 3x Vegeta's Jolting Slash (FS)
- 3x Namekian Fist Smash (CS)

- 3x Namekian Side Kick (CS)
 - 3x Namekian Face Smack (CG)
 - 4x Cell's Back Slap (CG)
- DEFENSE CARDS:
- 1x Vegeta's Physical Stance (SS)
 - 1x Nappa's Physical Resistance (SS)
 - 1x Nappa's Energy Aura (SS)
 - 1x Frieza's Force Bubble (PR)
 - 3x Namekian Fist Block (CS)
 - 3x Namekian Energy Catch (CS)
 - 3x Goku's Super Saiyan Blast (FS)
 - 3x Yamcha's Skillfull Defense (FS)
 - 3x Tien's Block (CG)

Take your deck shopping down Diagon Alley

Harry Potter

TRADING CARD GAME

Diagon Alley, the most recent expansion for Harry Potter, has sparked new ideas and strategies, and even made some older cards more playable. Every deck needs a starting character, and **Draco Malfoy**, **Slytherin** contend for the title of #1 character in the game with his ability to give you additional actions. **Professor Quirinus Quirrell** is also great in decks that are vulnerable to creatures and items. About 20% of the cards in *Diagon Alley* are items. With so many items available now, it seems wise to protect yourself from them.

Probably the best and most-used item card in the set is **Bulgeye Potion**, because it does so much damage that can get around cards that prevent damage from spells. Plus, **Eel Eyes** and **Beetle Eyes** help get it out faster. **Silver Unicorn Horn** provides an elite way to "heal" your cards back, because you can use **Ollivanders** to get it back. **Moongoose Poison** provides good damage for a common. There are also new book cards that provide one power of a specific lesson type and can be discarded to draw three extra cards.

Among the creatures lurking in this alley are humongous dragons. **Hebridean Black Dragon** is the most powerful creature in the

First Cut Strategies for new releases by Anson Henthorn



game — he isn't even unique, so you can have up to four on the board to cause more hurt. The new owls cards each provide a way to retrieve a specific type of card from your discard pile back to your hand. They're pretty puny by themselves, but when you combine them with **Eeylops Owl Emporium**, one of the new location cards, they become stronger and more durable.

Another notable location is **Wand Shop**,

which doubles the power of your Charms lessons. **Cauldron Shop** lets you search for a Potions item. Both are uncommon, so they're fairly easy to find.

The set includes many good spells and a few really great values. **Christmas Feast** is an awesome item retriever, and **Gringotts Vault Key** provides a new search engine. **Spiral Dive** lets you discard any number of cards from your hand to do an equal amount of damage to your opponent. There are some devastating common cards in the set: **Mid-air Collision** inflicts heavy damage; **Sloth Grip** blocks all but three damage for a turn; and **Picking on Neville** has got to be the best value card in the game. It lets you kill any one card on the board unless your opponent sacrifices two other cards instead — you come out ahead, either way.

The set also adds some additional match and adventure cards. **Gryffindor Match** offers extra actions to the winner, while **Three-Month-Long Match** would fit in any direct-damage deck. **Letters From No One** is an awesome adventure — your opponent can only use actions to draw cards until he or she discards five cards. If McGonagall's ability required the use of an action, this card would be the definition of broken. Keep your opponent's hand to a minimum to maximize its potential.

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Acklay U
Character - Geonosian Creature. Cost: 3. S:40 P:3 H:3. As long as you have no other units in the Character arena, this unit gets +30 speed.

Assassin Droid ASN-121 R
Character (Ver. A) - Assassin Droid. Cost: 3. S:50 P:4 H:1. (tap) (A) Choose one of your opponent's units in the Character arena. ASN-121 does 3 damage to that unit unless your opponent has a Jedi in the Character arena and pays 2 Force. Play only when ASN-121 would attack.

Battle Droid Squad C
Ground - Trade Federation Droid. Cost: 2. S:10 P:2 H:3.

Capture Obi-Wan U
Mission. Cost: 2. Your opponent loses 2 Force. You gain +2 Force.

Commerce Guild Droid 81 C
Ground - Commerce Guild Droid. Cost: 6. S:30 P:7 H:5.

Commerce Guild Droid Platoon U
Ground - Commerce Guild Droid. Cost: 7. S:30 P:5 H:6. Ion Cannon 3

Commerce Guild Starship C
Space - Commerce Guild Transport. Cost: 4. S:30 P:3 H:4. Shields 1

Dark Rendezvous R
Mission. Cost: 4. Your opponent loses 7 Force.

Dark Side's Command R
Battle. Pay 8 Force (A) Choose one of your opponent's tapped units in the Space arena. Untap that unit. The next time it would attack this turn, you may have it attack another of your opponent's units in the Space arena.

Dark Side's Compulsion R
Battle. Pay 8 Force (A) Choose one of your opponent's tapped units in the Ground arena. Untap that unit. The next time it would attack this turn, you may have it attack another of your opponent's units in the Ground arena.

Dark Speed U
Battle. One of your units gets +30 speed until end of battle.

Darth Sidious R
Character (Ver. A) - Dark Jedi Master. Cost: 8. S:40 P:5 H:6. When the battle phase ends, if Sidious is in the Character arena, you gain +1 Force. As long as Sidious is in the Character arena, your opponent builds all units face up. Pay 2 Force (A) Evade 3

Darth Tyrannus R
Character (Ver. A) - Dark Jedi Master. Cost: 9. S:50 P:7 H:5. Pay 1 Force (A) Tyrannus gets +2 power for this attack. Pay 3 Force (A) Evade 3. Pay 2 Force (A) Deflect 1

Darth Tyrannus U
Character (Ver. B) - Dark Jedi Master. Cost: 7. S:50 P:6 H:4. Pay 2 Force (A) Tyrannus gets Critical Hit 2 for this attack. Pay 3 Force (A) Evade 3

Darth Tyrannus C
Character (Ver. C) - Dark Jedi Master. Cost: 5. S:50 P:5 H:4. Pay 2 Force (A) Evade 2

Destroyer Droid Squad C
Ground - Trade Federation Droid. Cost: 5. S:40 P:5 H:5.

Destroyer Droid, P Series U
Character - Trade Federation Droid. Cost: 7. S:40 P:5 H:4. When the Character battle phase starts, if this unit is in the Character arena, choose one: this unit gets +20 speed, or this unit gets +2 power until end of battle. Shields 1

Destruction of Hope R
Mission. Cost: 2. Your opponent chooses and discards 2 cards from his or her hand. You gain +1 Force.

Droid Control Ship U
Space - Trade Federation Capital Ship. Cost: 9. S:10 P:9 H:9. As long as this unit is in the Space arena, each of your Droids gets +10 speed. When this unit is discarded from the Space arena, it does 1 damage to each of your Droids in each arena.

Droid Starfighter DFS-4CT C
Space - Trade Federation Droid Starfighter. Cost: 2. S:50 P:2 H:1.

Droid Starfighter Squadron C
Space - Trade Federation Droid Starfighter. Cost: 3. S:40 P:3 H:3.

Droid Starfighter Wing C
Space - Trade Federation Droid Starfighter. Cost: 4. S:40 P:4 H:4.

Flying Geonosian Squad C
Ground - Geonosian Soldier. Cost: 6. S:30 P:4 H:6.

Geonosian Defense Platform C
Ground - Geonosian Fortification. Cost: 7. S:20 P:7 H:7.

Geonosian Fighter C
Space - Geonosian Starfighter. Cost: 3. S:50 P:2 H:2. Critical Hit 1

Geonosian Guard U
Character - Geonosian Soldier. Cost: 2. S:30 P:2 H:2.

Geonosian Sentry R
Character - Geonosian Soldier. Cost: 6. S:40 P:4 H:4. As long as this unit is in the Character arena, each of your other Geonosians gets +10 speed.

Geonosian Squad C
Ground - Geonosian Soldier. Cost: 4. S:30 P:2 H:3. Critical Hit 3

Geonosian Warrior U
Character - Geonosian Soldier. Cost: 3. S:50 P:3 H:2.

Infantry Battle Droid, B1 Series U
Character - Trade Federation Droid. Cost: 2. S:40 P:2 H:1. When this unit is discarded from the Character arena, draw a card.

Interference in the Senate R
Battle. Pay 10 Force (A) Choose an arena. Each of your opponent's units in that arena gets -20 speed and -2 power until end of battle.

Intergalactic Banking Clan Starship C
Space - IG Banking Clan Transport. Cost: 5. S:20 P:4 H:5. Shields 1

Jango Fett R
Character (Ver. A) - Bounty Hunter. Cost: 8. S:60 P:7 H:6. As long as Jango is attacking a Jedi, he gets Critical Hit 2.

Jango Fett R
Character (Ver. B) - Bounty Hunter. Cost: 6. S:60 P:6 H:4. As long as Jango is attacking a Jedi, he gets +1 power and Critical Hit 1.

Jango Fett U
Character (Ver. C) - Bounty Hunter. Cost: 5. S:60 P:4 H:4. As long as Jango is attacking a Jedi, he gets +2 power.

Jango Fett C
Character (Ver. D) - Bounty Hunter. Cost: 4. S:50 P:4 H:3. Critical Hit 1

Nexu U
Character - Geonosian Creature. Cost: 5. S:50 P:4 H:3. As long as Nexu is in the Character arena, each activated ability of your opponent's units costs 1 more Force to play.

Nute Gunray U
Character (Ver. A) - Trade Federation Diplomat. Cost: 4. S:40 P:3 H:3. (tap) (A) Your opponent chooses and discards a card from his or her hand. Play only during your build step.

Plot the Seccession R
Mission. Cost: 3. Discard your hand. Then draw 5 cards.

Poggle the Lesser U
Character (Ver. A) - Geonosian Diplomat. Cost: 4. S:40 P:3 H:3. (tap) (A) Choose one of your opponent's units in the Character arena. Tap that unit unless your opponent pays 3 Force. Play only when Poggle would attack.

Reek U
Ground - Geonosian Creature. Cost: 3. S:50 P:2 H:2. (tap) (A) Draw a card, then discard a card from your hand. Play only during your build step.

San Hill U
Character (Ver. A) - IG Banking Clan Diplomat. Cost: 2. S:20 P:1 H:2. (tap) (A) You get +2 build points this turn. Your opponent gets +1 build point this turn. Play only during your build step.

Shu Mai U
Character (Ver. A) - Commerce Guild Diplomat. Cost: 3. S:30 P:3 H:2. (tap) (A) Draw a card, then discard a card from your hand. Play only during your build step.

Slave I R
Space - Patrol Ship. Cost: 4. S:40 P:5 H:3. As long as Slave I is in the Space arena, your opponent can't retreat any Space units with damage counters on them during his or her retreat step.

Splinter the Republic U
Mission. Cost: 1. Search your deck. You may take a card from your deck with the same name as one of your units in any arena. Show it to your opponent and put it into your hand. Then shuffle your deck.

Strength of Hate U
Battle. Pay 2 Force (A) One of your units gets +3 power for this attack.

Subtle Assassination U
Mission. Cost: 3. Choose one of your opponent's units in the Character arena with power 3 or less. Your opponent discards that unit.

Super Battle Droid BEX U
Character - Trade Federation Droid. Cost: 5. S:40 P:5 H:5. As long as you have another Droid in any arena, this unit gets +10 speed and +1 power.

Target the Senator R
Mission. Cost: 3. When the battle phase starts, choose one of your opponent's units in any arena. Target the Senator does 4 dice of damage to that unit.

Techno Union Starship C
Space - Techno Union Capital Ship. Cost: 6. S:30 P:6 H:6.

Trade Federation Battleship U
Space - Trade Federation Capital Ship. Cost: 6. S:10 P:4 H:6. Bombard 4

Trade Federation Battleship Core R
Ground - Trade Federation Fortification. Cost: 9. S:10 P:10 H:12.

Trade Federation C-9979 U
Space - Trade Federation Transport. Cost: 4. S:20 P:2 H:5. (tap) (A) Draw a card. Play only during your build step.

Trade Federation War Freighter C
Space - Trade Federation Capital Ship. Cost: 7. S:30 P:5 H:7. Bombard 3

Tyrannus's Edict R
Mission. Cost: 3. Choose one of your units. As long as that unit is in an arena, your other units in that arena can't be attacked this turn.

Tyrannus's Geonosian Speeder R
Ground - Geonosian Speeder. Cost: 6. S:40 P:2 H:1. (tap) (A) Search your deck. You may take a Battle card from your deck. Show it to your opponent and put it into your hand. Then shuffle your deck. Play only during your build step.

Tyrannus's Gift U
Battle. Pay 3 Force (A) The attacking unit gets -5 power for this attack.

Tyrannus's Solar Sailer R
Space - Geonosian Starfighter. Cost: 4. S:60 P:2 H:2. Critical Hit 2 When its attack ends, you may retreat Tyrannus's Solar Sailer.

Tyrannus's Wrath R
Battle. Pay 8 Force (A) The attacking unit gets +7 power for this attack.

Walking Droid Fighter C
Ground - Trade Federation Droid. Cost: 4. S:20 P:5 H:2. Shields 1

War Will Follow R
Battle. Pay 3 Force (A) Choose a Space unit in your opponent's build area. Put that unit into the Space arena. If it's tapped, untap it.

Wat Tambor U
Character (Ver. A) - Techno Union Diplomat. Cost: 4. S:30 P:2 H:3. When the roll for build points is made, if Wat is in the Character arena, the Light Side gets -1 build point this turn.

Zam Wesell R
Character (Ver. A) - Clawdite Bounty Hunter. Cost: 6. S:60 P:6 H:4. When the Character battle phase starts, if Zam is in the Character arena, choose one: remove 1 damage counter from Zam, or Zam gets Critical Hit 2 until end of battle.

Zam Wesell C
Character (Ver. B) - Clawdite Bounty Hunter. Cost: 3. S:40 P:3 H:3.

Zam's Airspeeder U
Ground - Coruscant Speeder. Cost: 2. S:60 P:1 H:1. Critical Hit 3

Light Side

A Moment's Rest R
Mission. Cost: 3. Choose one of your units. Prevent all damage to that unit this turn.

Anakin Skywalker R
Character (Ver. A) - Jedi Padawan. Cost: 7. S:60 P:6 H:5. Pay 3 Force (A) Evade 3

Anakin Skywalker R
Character (Ver. B) - Jedi Padawan. Cost: 5. S:50 P:4 H:4. (tap) (A) One of your units in the Ground arena gets +20 speed and +2 power until end of battle. Play only during your build step. Pay 1 Force (A) Evade 1

Anakin Skywalker U
Character (Ver. C) - Jedi Padawan. Cost: 5. S:60 P:5 H:4. Pay 2 Force (A) Evade 2

Anakin Skywalker C
Character (Ver. D) - Jedi Padawan. Cost: 4. S:50 P:4 H:3. Pay 1 Force (A) Evade 1

Anakin's Inspiration U
Battle. Pay 2 Force (A) Choose an arena. Each of your units in that arena gets +20 speed until end of battle.

AT-TE Walker 23X U
Ground - Republic Assault Walker. Cost: 6. S:50 P:5 H:4. Critical Hit 2

AT-TE Walker 71E R
Ground - Republic Assault Walker. Cost: 6. S:60 P:5 H:4. Shields 1

Bail Organa R
Character (Ver. A) - Alderaanian Diplomat. Cost: 4. S:40 P:3 H:2. (tap) (A) Your opponent chooses one of his or her units in the Character arena. Tap that unit unless your opponent pays 3 Force. Play only during your build step.

Bravo N-1 Starfighter C
Space - Naboo Starfighter. Cost: 3. S:50 P:3 H:2. Critical Hit 1

C-3PO U
Character (Ver. A) - Protocol Droid. Cost: 3. S:10 P:1 H:3. (tap) Discard 2 cards from your hand (A) Draw 2 cards. Play only during your build step.

Captain Typho R
Character (Ver. A) - Naboo Soldier. Cost: 5. S:40 P:5 H:5. As long as Typho is in the Character arena, each of your other Naboo Soldiers gets +10 speed.

Chancellor Palpatine R
Character (Ver. A) - Coruscant Diplomat. Cost: 4. S:30 P:4 H:4. As long as Palpatine is in the Character arena, each of your opponent's Characters gets -10 speed.

Chancellor's Guard Squad C
Ground - Republic Soldier. Cost: 3. S:30 P:2 H:3. Critical Hit 2

Chase the Villain U
Mission. Cost: 2. Your opponent can't retreat any Characters during his or her retreat step this turn.

Cleegh Lars U
Character (Ver. A) - Tatooine Farmer. Cost: 2. S:30 P:2 H:2. When you deploy Cleegh, you lose 1 Force.

Clone Officer R
Character - Clone Soldier. Cost: 5. S:40 P:5 H:4. As long as this unit is in the Character arena, each of your Clones gets +1 power.

Clone Platoon C
Ground - Clone Soldier. Cost: 4. S:40 P:4 H:4.

Clone Squad C
Ground - Clone Soldier. Cost: 3. S:10 P:3 H:3.

Clone Warrior 4/163 U
Character - Clone Soldier. Cost: 4. S:40 P:4 H:4.

Clone Warrior 5/373 U
Character - Clone Soldier. Cost: 3. S:40 P:3 H:3.

Cordé U
Character (Ver. A) - Naboo Handmaiden. Cost: 2. S:30 P:2 H:1. Critical Hit 1 Discard Cordé from the Character arena (A) Prevent all damage to any one non-Jedi Character.

Corellian Star Shuttle C
Space - Republic Transport. Cost: 4. S:20 P:3 H:4. (tap) (A) Draw a card. Play only during your build step.

Elite Jedi Squad C
Ground - Jedi Knight. Cost: 3. S:40 P:3 H:2. Critical Hit 2

Go to the Temple U
Battle. Pay 2 Force (A) Choose an arena. Retreat any number of your units in that arena. Play only if no unit is attacking.

Hero's Duty R
Battle. Pay 4 Force (A) One of your units gets +5 power for this attack. When this attack ends, discard that unit.

Hyperdrive Ring C
Space - Republic Device. Cost: 3. S:30 P:1 H:3. As long as you have a Starfighter in the Space arena, this unit gets +2 power.

Jar Jar Binks R
Character (Ver. A) - Gungan Diplomat. Cost: 3. S:40 P:2 H:2. When your opponent rolls one or more dice in an attack on Jar Jar, you may reroll any of those dice.

Jedi Call for Help R
Mission. Cost: 3. Search your deck. You may take a unit card from your deck. Show it to your opponent and put it into your hand. Then shuffle your deck. You may complete this Mission only if you have a Jedi in the Character arena.

Jedi Council Summons R
Mission. Cost: 2. Search your deck. You may take a Jedi card from your deck. Show it to your opponent and put it into your hand. Then shuffle your deck and gain +1 Force.

Jedi Knight's Deflection R
Battle. Pay 6 Force (A) Prevent up to 2 damage to one of your units. That unit may do that much damage to a unit of your choice in the same arena.

Jedi Patrol U
Ground - Jedi Knight. Cost: 3. S:30 P:3 H:3. (tap) (A) Draw a card, then discard a card from your hand. Play only during your build step.

Jedi Starfighter 3R3 C
Space - Jedi Starfighter. Cost: 3. S:50 P:3 H:3.

Kit Fisto U
Character (Ver. A) - Nautolan Jedi Master. Cost: 5. S:40 P:4 H:5. Pay 2 Force (A) Evade 2

Master and Apprentice U
Battle. Pay 3 Force (A) Up to 2 of your units each get +2 power until end of battle.

N-1 Starfighter C
Space - Naboo Starfighter. Cost: 2. S:60 P:2 H:1.

Naboo Cruiser C
Space - Naboo Transport. Cost: 6. S:10 P:6 H:7.

Naboo Defense Station R
Ground - Naboo Fortification. Cost: 8. S:10 P:6 H:12.

Naboo Royal Starship C
Space - Naboo Transport. Cost: 5. S:20 P:5 H:6.

Naboo Security Guard U
Character - Naboo Soldier. Cost: 2. S:30 P:2 H:2.

Naboo Senatorial Escort C
Ground - Naboo Soldier. Cost: 2. S:10 P:2 H:3.

Naboo Spaceport U
Ground - Naboo Fortification. Cost: 9. S:10 P:7 H:9. Ion Cannon 4

Naboo Starfighter Squadron C
Space - Naboo Starfighter. Cost: 4. S:40 P:4 H:4.

Obi-Wan Kenobi R
Character (Ver. A) - Jedi Knight. Cost: 7. S:40 P:6 H:7. Pay 2 Force (A) Evade 2 Discard Obi-Wan from the Character arena (A) Prevent all damage to one of your Characters. Then you gain additional Force equal to the damage prevented.

Obi-Wan Kenobi U
Character (Ver. B) - Jedi Knight. Cost: 5. S:40 P:5 H:5. Pay 2 Force (A) Obi-Wan gets Critical Hit 2 for this attack. Pay 2 Force (A) Evade 2 Pay 1 Force (A) Prevent 1 damage to Anakin Skywalker.

Obi-Wan Kenobi C
Character (Ver. C) - Jedi Knight. Cost: 4. S:40 P:4 H:4. Pay 2 Force (A) Evade 2

Obi-Wan's Starfighter R
Space - Jedi Starfighter. Cost: 4. S:50 P:3 H:3. Critical Hit 2 When the battle phase starts, if Obi-Wan's Starfighter is in the Space arena, remove all damage counters from Obi-Wan's Starfighter.

Padmé Amidala R
Character (Ver. A) - Naboo Diplomat. Cost: 5. S:60 P:4 H:4. As long as Padmé is in the Character arena, each of your Jedi gets +10 speed and Anakin Skywalker gets +2 power.

Padmé Amidala R
Character (Ver. B) - Naboo Diplomat. Cost: 4. S:40 P:3 H:2. When the roll for build points is made, if Padmé is in the Character arena, the Dark Side gets -1 build point this turn.

Padmé Amidala U
Character (Ver. C) - Naboo Diplomat. Cost: 3. S:50 P:3 H:3. Put 1 damage counter on Padmé and retreat her (A) Prevent all damage to Padmé.

Padmé Amidala C
Character (Ver. D) - Naboo Diplomat. Cost: 3. S:50 P:3 H:3.

Padmé's Yacht R
Space - Naboo Transport. Cost: 5. S:40 P:3 H:5. Shields 1

Plo Koon R
Character (Ver. A) - Kel Dor Jedi Master. Cost: 4. S:50 P:3 H:5. As long as you have another Jedi in the Character arena, Plo gets +1 power. Pay 2 Force (A) Evade 2

Queen Jamilla R
Character (Ver. A) - Naboo Diplomat. Cost: 4. S:30 P:3 H:2. (tap) (A) Retreat one of your Diplomats. Play only when Jamilla would attack.

R2-D2 R
Character (Ver. A) - Astromech Droid. Cost: 3. S:10 P:2 H:3. (tap) (A) Each of your units in the Space arena gets Critical Hit 1 until end of battle. Play only during your build step.

Republic Assault Ship U
Space - Republic Capital Ship. Cost: 7. S:30 P:6 H:7. Bombard 2

Republic Attack Gunship UH-478 C
Ground - Republic Gunship. Cost: 6. S:40 P:6 H:6.

Republic Cruiser C
Space - Republic Transport. Cost: 4. S:30 P:4 H:3. Shields 1

Seek the Council's Wisdom R
Mission. Cost: 2. You gain +4 Force.

Shaak Ti U
Character (Ver. A) - Togruta Jedi Master. Cost: 4. S:50 P:3 H:5. Pay 1 Force (A) Evade 1

Speeder Bike Squadron C
Ground - Republic Speeder. Cost: 5. S:60 P:3 H:4. Shields 1

Spirit of the Fallen R
Battle. Pay 2 Force (A) Each of your Characters gets +2 power until end of battle. Play only if one of your Characters has been discarded from the Character arena this turn.

Underworld Connections U
Mission. Cost: 1. Look at your opponent's hand. Then you gain +1 Force.

Ward of the Jedi R
Battle. Pay 4 Force (A) Choose one of your units. That unit can't be attacked this turn as long as you have any other units in the same arena.

Wedding of Destiny U
Mission. Cost: 2. Draw 3 cards. Then you gain +1 Force.

Windu's Solution R
Battle. Pay 3 Force (A) One of your units gets +30 speed and +2 power until end of battle.

Yoda R
Character (Ver. A) - Jedi Master. Cost: 9. S:40 P:6 H:6. When end the battle phase ends, if Yoda is in the Character arena is, +1 Force you gain. 2 Force pay (A) Evade 3 10 Force pay (A) Deflect 3

Yoda U
Character (Ver. B) - Jedi Master. Cost: 5. S:40 P:4 H:4. 3 Force pay (A) Evade 4 5 Force pay (A) Deflect 2 (tap) (A) +1 Force you gain. Only during your build step play

Yoda's Intervention R
Battle. Pay 3 Force (A) Prevent up to 3 damage to one of your units.

Neutral

Attract Enemy Fire U
Battle. Pay 2 Force (A) Choose one of your units in the same arena as the attacking unit. The attacking unit now attacks that unit instead of the original defending unit. Play only before your opponent rolls attack dice.

Battle Fatigue

R
Battle. Pay 2 Force (A) Choose an arena where no unit has attacked this turn. Each unit in that arena gets -1 power until end of battle.

R
Boba Fett
Character (Ver. A) - Clone Boy. Cost: 2. S:40 P:2 H:1. As long as Boba is in the Character arena, each Bounty Hunter gets -10 speed.

U
Cheat the Game
Battle. Pay 3 Force (A) Roll all your attack dice.

R
Clear the Skies
Mission. Cost: 3. The Dark Side player chooses and discards a unit from each arena in which he or she has 4 or more units. Then the Light Side player does the same.

U
Coruscant Freighter AA-9
Space - Independent Transport. Cost: 7. S:20 P:1 H:8. (tap) (A) Draw 3 cards, then discard 2 cards from your hand. Play only during your build step.

U
Departure Time
Mission. Cost: 2. You may discard one of your units from any arena. If you do, you get +4 build points this turn.

R
Dexter Jettster
Character (Ver. A) - Diner Owner. Cost: 4. S:50 P:1 H:4. (tap) (A) One of your Characters gets +3 power until end of battle. Play only when Dexter would attack.

Down in Flames

U
Battle. Pay 4 Force (A) Choose one of your opponent's Speeders in the Ground arena. Your opponent discards that Speeder.

R
Elan Sleazebaggano
Character (Ver. A) - Coruscant Merchant. Cost: 3. S:50 P:3 H:1. As long as Elan is in the Character arena, each of your other Characters gets +20 speed. When the battle phase ends, Elan does 1 damage to each of your other Characters.

C
Gozanti Cruiser
Space - Independent Transport. Cost: 6. S:10 P:5 H:6.

C
Hatch a Clone
Mission. Cost: 1. Return up to 2 Ground unit cards from your discard pile to your hand.

C
Hero's Dodge
Battle. Pay 1 Force (A) Prevent up to 2 damage to one of your Characters.

R
Hero's Flaw
Battle. Pay 3 Force (A) Choose one of your opponent's Characters. This turn, each of your Characters gets Critical Hit 2 as long as he or she is attacking that Character.

C
High-Force Dodge
Battle. Pay 5 Force (A) Prevent up to 5 damage to one of your units.

U
Jawa Sandcrawler
Ground - Tatooine Sandcrawler. Cost: 4. S:10 P:2 H:7. (tap) (A) Draw 2 cards, then discard 2 cards from your hand. Play only during your build step.

Kaminoan Guard

U
Character - Kaminoan Soldier. Cost: 4. S:50 P:3 H:3. As long as there are one or more Clones in any arena, this unit gets +1 power.

C
Knockdown
Battle. Pay 4 Force (A) Choose an untapped Character. Tap that Character.

R
Lama Su
Character (Ver. A) - Kaminoan Diplomat. Cost: 4. S:20 P:3 H:3. As long as Lama is in the Character arena, each Clone costs 1 fewer build counter to deploy.

C
Lost in the Asteroids
Battle. Prevent all damage done by Space units this turn. Play only before any unit in the Space arena attacks.

C
Lull in the Fighting
Battle. Prevent all damage done by Characters this turn. Play only before any unit in the Character arena attacks.

U
Luxury Airspeeder
Ground - Coruscant Speeder. Cost: 3. S:60 P:2 H:2. As long as this unit is in the Ground arena, each of your other Ground units gets +10 speed.

C
Mending
Mission. Cost: 2. Remove up to 4 damage counters from one of your Characters. You gain +1 Force.

R
Order Here
Mission. Cost: 2. Each Battle card costs 3 more Force to play this turn.

Padawan's Deflection

C
Battle. Pay 3 Force (A) Prevent 1 damage to one of your units. That unit may do that much damage to a unit of your choice in the same arena.

C
Patrol Speeder
Ground - Naboo Speeder. Cost: 4. S:20 P:3 H:4.

C
Peace on Naboo
Battle. Prevent all damage done by Ground units this turn. Play only before any unit in the Ground arena attacks.

C
Pilot's Dodge
Battle. Pay 2 Force (A) Prevent up to 2 damage to one of your Space or Ground units.

R
Power Dive
Battle. Pay 3 Force (A) Untap one of your tapped Starfighters in the Space arena or tapped Speeders in the Ground arena.

U
Recon Speeder
Ground - Republic Speeder. Cost: 5. S:30 P:4 H:3. Shields 1

C
Repulsorlift Malfunction
Battle. Pay 5 Force (A) Choose an untapped Ground unit. Tap that unit.

C
Return to Spaceport
Mission. Cost: 1. Remove up to 4 damage counters from one of your Ground units.

C
Rickshaw
Ground - Tatooine Vehicle. Cost: 2. S:20 P:2 H:2.

Second Effort

R
Battle. Pay 5 Force (A) Choose one or more of your attack dice. Roll those dice.

U
Ship Arrival
Mission. Cost: 2. Choose Space, Ground, or Character. Reveal cards from the top of your deck until you reveal a unit card of that type. Put that card into your hand and shuffle the other revealed cards into your deck.

C
Slumming on Coruscant
Mission. Cost: 1. Look at your opponent's hand. If your opponent has any Battle or Mission cards there, choose one of them. Your opponent discards that card.

C
Sonic Shockwave
Battle. Pay 5 Force (A) Choose an untapped Space unit. Tap that unit.

C
Starship Refit
Mission. Cost: 1. Remove up to 4 damage counters from one of your Space units.

C
Surge of Power
Battle. Pay 1 Force (A) One of your units gets +2 power for this attack.

C
Swoop Bike
Ground - Tatooine Speeder. Cost: 2. S:50 P:2 H:1.

C
Take the Initiative
Mission. Cost: 1. Return up to 2 Space unit cards from your discard pile to your hand.

C
Target Locked
Battle. Pay 2 Force (A) One of your units gets Critical Hit 2 for this attack.



R
Taun We
Character (Ver. A) - Kaminoan Diplomat. Cost: 2. S:20 P:2 H:3. As long as Taun is in the Character arena, each of your Clones gets +10 speed.

C
Taylander Shuttle
Space - Independent Transport. Cost: 2. S:20 P:2 H:2.

U
Watto
Character (Ver. A) - Tatooine Merchant. Cost: 4. S:20 P:3 H:3. When the battle phase ends, if Watto is in the Character arena, you may remove a damage counter from one of your Droids, Speeders, or Starfighters.

U
Weapon Response
Battle. Pay 1 Force (A) The attacking unit gets -2 power for this attack.



Recent Rulings as of April 27

Pokémon Powers

Q: If there are two **Dark Ampharos** in play and one of them has its Conductivity power "turned off," does the second one's Pokémon Power become active or is it still inactive?

A: It would still be inactive.

Q: Will **Dark Ampharos'** Conductivity do 20 damage if I use **Blaine** to attach two **Fire Energy** cards? Will Conductivity do multiple damage if I use **Blastoise's** Rain Dance to move multiple **Water Energy** cards?

A: Yes to both questions.

Q: If I attach a **Metal Energy** and my opponent has **Dark Ampharos**, does the Metal Energy block the Conductivity damage or not?

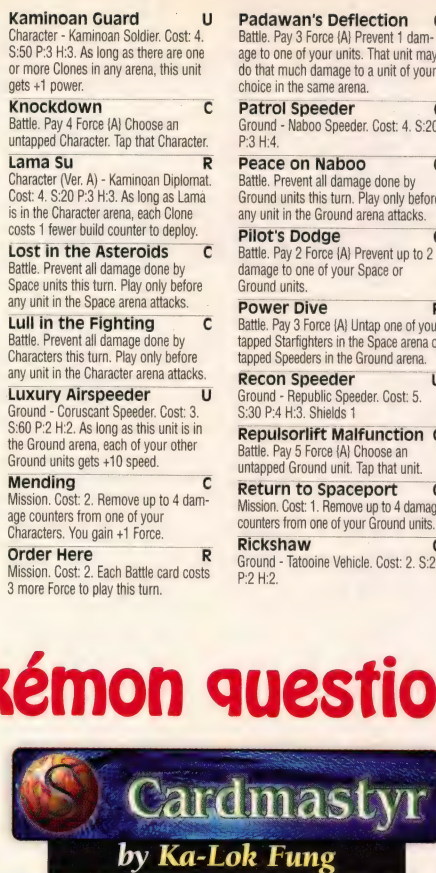
A: No, it does not block the damage. Metal Energy is not in play before Conductivity's effect kicks in, so your Pokémon takes the damage from Conductivity.

Q: Could I play a **Super Energy Removal**, choose the energy card attached to my active Pokémon with **Legendary Body** (e.g., **Suicune** Lvl. 25), and then not discard it since **Legendary Body** protects it from the effects of **Trainer Cards**?

A: No. The cost of playing **Super Energy Removal** is that discarded energy. If you did not pay the cost, **Super Energy Removal** can't be used.

Q: If there is a **Dark Vileplume** in play, can **Dark Porygon2** use its Pokémon Power to put a stadium card from my discard pile into play?

A: Yes. **Dark Vileplume** stops you from playing trainers. On the other hand, **Dark Porygon2s**



Spatial Distortion lets you take a stadium from the discard pile and put it in play. "Put into play from the discard pile" and "playing from your hand" are not the same thing.

Pokémon Attacks

Q: When **Light Azumarill** does its **Bubble Jump** attack, does **Azumarill** and all cards attached to it get returned to your hand regardless of the outcome on the coin flip?

A: Yes.

Q: On **Sunkern's** **Sunbathe** attack, can I still search my deck for an evolution of **Sunkern** if I flip tails?

A: Yes. The flip only applies to removing counters. A similar ruling would also follow for **Neo: Discovery's** **Metapod** (Hatch) and **Neo: Destiny's** **Dark Pupitar** (Explosive Evolution).

Q: If I use **Light Ledian's** **Flash Touch** and bring up **Brock's** **Ninetales**, will it be immune to sleep, poison, etc. regardless of what cards I attach to it?

A: Yes.

Q: If I use **Crobat's** **Trigger Poison** attack on a **Rocket's** **Zapdos** and the **Rocket's** **Zapdos** uses its **Plasma** attack, will **Rocket's** **Zapdos** get poisoned when **Lightning Energy** is retrieved from the discard pile?

A: No. **Rocket's** **Zapdos** will only get poisoned when your opponent attaches an energy card from his or her hand to **Rocket's** **Zapdos**.

Trainers

Q: If I have no cards in my discard pile, can I use **Nightly Garbage Run**, **Time Capsule**, etc. to put 0 cards into my deck and shuffle it?

A: Yes. It's a nice trick to shuffle your deck without the need for **Professor Elm** or **Professor Oak**.

Energy

Q: Can a **Miracle Energy** count as one Fire Energy and one Lightning Energy at the same time?

A: Yes.

New team format in the works

Wizards of the Coast's Master Trainer Mike, a.k.a. Michael Gills, recently announced the development of a new DCI-sanctioned format for **Pokémon**. It allows players to pair up and play **Pokémon** in teams. The current Team Format rules appear on the following page.

"This format has been created to allow players of different skill levels to play their favorite TCG together as a team," Gills said. "This will enable parents to play with their children and more advanced players help newer players improve their game skills. Cards and game strategies will be different in this format, so it also allows players to look at their cards with new goals in mind."

"These rules are still subject to some change as we learn what works and what doesn't. Wizards of the Coast will be holding and sanctioning **Pokémon** Team Multiplay events at Origins and Gen Con, and several of these events at the upcoming 2002 **Pokémon** World Championships in Seattle, Wash., Aug. 3 and 4. Each two-player team will have its own DCI ratings for both Constructed and Limited play."

"The official Team Multiplay rules will be published in September 2002 and thereafter local tournament organizers will be able to sanction tournaments in this format."

Wizards of the Coast introduces team format for **Pokémon**

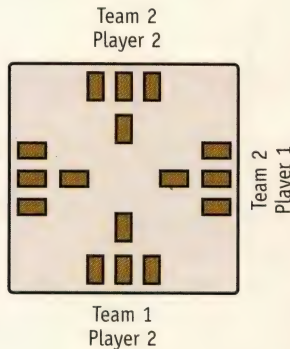
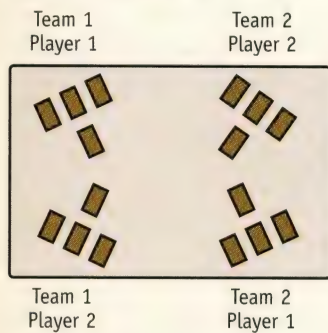
Pokémon Multiplayer Rules v1.1

For the most part, Pokémon rules and effects work the same in multiplayer games as they do in a one-on-one game. To play a two-on-two game, start with the following basic multiplayer rules:

1. Each player uses a standard 60 card deck using the current Modified format rules. Each team (made up of 2 players) designates one player as Player A and the other as Player B during the registration process. This does not change throughout the tournament.

2. Everybody sits around a single table, with team partners sitting adjacent to each other. Player A from each team sits opposite Player A from the opposing team. Player B sits to the right of Player B.

Teammates, while adjacent, should not sit directly next to each other. Examples are given below depending on the table shape.



3. Player B from one team flips coin, and Player B from the other team calls out the desired result. The team that won the flip gets to decide which team starts first. After setup, Player A of the starting team (hereafter known as Team 1) takes his or her first turn. Play then moves on to the player to the left (Player B of the opposing team hereafter known as Team 2) and continues on clockwise. (Starting order: 1A, 2B, 1B, 2A.)

4. Player 1A must first declare whether he or she needs to take a Mulligan or not. If so, then each member of the opposing team may draw up 1 card (totaling 2 for the team). Then the player to the left goes through this process, then the player to their left, until you end with Player 2A. (Mulligan order is the same as the play order: 1A, 2B, 1B, 2A.)

This will help offset some of the disadvantage of your team going first (player 2A is the least likely to have to call a Mulligan).

5. Each player places out 3 Prize cards.

6. When it is your turn, your Pokémon can attack either of the opponent's Pokémon. The opponent you choose is now the Defending Pokémon for any effects.

If an attack states "your Pokémon" it only affects your own (not your team mate's). If an attack states "all Pokémon" or "all Benched Pokémon", then it affects all 4 players stated Pokémon.

7. When a player earns a prize card by Knocking out one of the opposing Pokémon he



or she can choose to draw one of their Prize cards or have their teammate draw one of their Prize cards. If one player has already drawn their last prize card, the next time they earn the right to draw another Prize card their teammate must draw one of his or her Prize cards instead.

If a triggered Pokémon Power, attack, or special condition Knocks out one of your own Pokémon, then the players on the opposing team may discuss which of them gets to draw a Prize card with player A having the final decision.

8. The game continues until one team has

drawn all 6 of its prize cards or both players on a team are eliminated (has their last in play Pokémon Knocked out, decks themselves, or leaves the game).

9. If a player leaves the game (has their last in play Pokémon Knocked out, has decked himself, or must leave the game (con-

cede)), all of his or her cards (including Stadiums) are removed from the game. His or her teammate must add a number of cards from the bottom of their deck equal to the number of remaining prizes the removed teammate had left to their prize cards. The game continues until both players on one team are eliminated.

In the event that the remaining team player does not have enough cards in their deck to place out these prize cards, that player is considered to have "decked" himself and is eliminated from the game.

If a player is eliminated and that player chooses to remain in the game, he or she must stay at the table and then may look at his or her partner's hand and advise him or her. However, the remaining player still makes all final decisions.

Eliminated players who remain at the table to advise are considered active participants in the game and as such, penalties can still be assessed to them or their team if necessary.

10. Table talk is unlimited. You may tell your teammate anything but you cannot show your partner any of the cards in your hand unless one of the team has been eliminated (see rule #9).

All talk between players must be done above the table and must be done in a way that the other team can hear you clearly. All verbal communication must be done in the designated local language though codes and non-verbal communication are also allowed. Note: American Sign Language (ASL) is considered verbal communication.

11. All Trainer, Pokémon Power, and attack effects that specify "you" can be played on either you or your partner. All Trainer, Pokémon Power, and attack effects that specify your opponent can be played on either member of the opposite team. For example, if you play Double Gust you can choose either yourself or your partner for the first effect, and either of your opponents for the second.

Only the owner of a Pokémon, Trainer card, or effect can choose whether to use that effect or allow their teammate to do so. You cannot use any of your teammate's Pokémon Powers, attacks, or effects on your turn.

Once you designate which player is "you" or "opponent" then every instance of "you" or "opponent" in that effect refers to that same player. For example, if you choose to play Professor Elm on your teammate, then it is only your teammate that cannot play any more Trainers that turn, not you. You would then be able to play Professor Elm on your teammate again or even on yourself if you so chose.

This means that you cannot split the effects of a card between both players on a team (yours or your opponents). For example, if you play Pokémon Breeder Fields you must either choose 1 or 2 of your Pokémon, or 1 or 2 of your teammate's Pokémon. You cannot choose 1 of each.

Cards and effects that refer to both players only affect the chosen players on each team. Cards that affect all players, affect every player in the game.

12. You cannot attach any of your cards to any of your opponent's Pokémon. You also cannot draw, trade, or transfer any cards between you or your teammate's cards, decks or Pokémon.

You can trade counters, markers, or effects between teammate's Pokémon when applicable.

13. All Special Conditions and effects that trigger at the end of each turn, trigger at the end of EACH player's turn (like Poison or Asleep). Special Conditions that trigger or end at the end of YOUR turn still wait until the end of YOUR particular turn (such as Paralysis).

14. Whenever you put into play any continual Pokémon Power that specifies "your opponent", you must immediately designate which opponent it is targeting. Whenever you put into play any continual Pokémon Power that specifies "your Pokémon" you must immediately designate whether it is targeting your Pokémon or your teammate's Pokémon (such as Dodrio's Retreat Aid).

Once an effect has its target designated, that target cannot change while that Pokémon remains in play.

Stadium cards affect all players in a game. Only 1 Stadium card may be in play per game (standard rules apply).

Triggered and activated Pokémon Powers and attack effects only affect you or the designated Defending Player. If a Power or attack mentions the Defending Pokémon, you must designate which opponent's Pokémon is the Defending Pokémon BEFORE the effect is used or triggered.

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Player's Guide

TRADING CARD GAME

Legend of Blue-Eyes White Dragon 185 Cards

Rarity codes: C=Common, K=Fixed in Kaiba starter deck, Y=Fixed in Yugi starter deck, R=Rare, SR=Super Rare, UR=Ultra Rare, SCR=Secret Rare.



Monsters

Ancient Elf

Lvl. 4 Light Spellcaster. A:1450 D:1200

Ansatsu

Lvl. 5 Earth Warrior. A:1700 D:1200

Aqua Madoor

Lvl. 4 Water Spellcaster. A:1200 D:2000

Armali

Lvl. 3 Earth Warrior. A:700 D:1300

Armed Ninja

Lvl. 1 Earth Warrior/Effect. A:300 D:300. FLIP: Destroys 1 Magic Card on the field. If this card's target is face-down, flip it face-up. If the card is a Magic Card, it is destroyed. If not, it is returned to its face-down position. The flipped card is not activated.

Armored Starfish

Lvl. 4 Water Aqua. A:850 D:1400

Baron of the Fiend Sword

Lvl. 4 Dark Fiend. A:1550 D:800

Basic Insect

Lvl. 2 Earth Insect. A:500 D:700

Battle Ox

Lvl. 4 Earth Beast-Warrior. A:1700 D:1000

Beaver Warrior

Lvl. 4 Earth Beast-Warrior. A:1200 D:1500

Blue-Eyes White Dragon

Lvl. 8 Light Dragon. A:3000 D:2500

Celtic Guardian

Lvl. 4 Earth Warrior. A:1400 D:1200

Charubin the Fire Knight

Lvl. 3 Fire Pyro/Fusion. A:1100 D:800. "Monster Egg" + "Hinotama Soul"

Claw Reacher

Lvl. 3 Dark Fiend. A:1000 D:800

Curse of Dragon

Lvl. 5 Dark Dragon. A:2000 D:1500

D. Human

Lvl. 4 Earth Warrior. A:1300 D:1100

Dark Assassin

Lvl. 4 Dark Zombie. A:1200 D:1200

Dark Gray

Lvl. 3 Earth Beast. A:800 D:900

Dark King of the Abyss

Lvl. 3 Dark Fiend. A:1200 D:800

Dark Magician

Lvl. 7 Dark Spellcaster. A:2500 D:2100

Dark Titan of Terror

Lvl. 4 Dark Fiend. A:1300 D:1100

Darkfire Dragon

Lvl. 4 Dark Dragon/Fusion. A:1500 D:1250. "Firegrass" + "Petit Dragon"

Darkworld Thorns

Lvl. 3 Earth Plant. A:1200 D:900

Destroyer Golem

Lvl. 4 Earth Rock. A:1500 D:1000

Dissolverock

Lvl. 3 Over Rock. A:900 D:1000

Doma The Angel of Silence

Lvl. 5 Dark Fairy. A:1600 D:1400

Dragon Zombie

Lvl. 3 Dark Zombie. A:1600 D:0

Dragoness the Wicked Knight

Lvl. 3 Wind Warrior/Fusion. A:1200 D:900. "Armali" + "One-Eyed Shield Dragon"

Drooling Lizard

Lvl. 3 Earth Reptile. A:900 D:800

Enchanting Mermaid

Lvl. 3 Water Fish. A:1200 D:900

Exodia the Forbidden One UR
Lvl. 3 Dark Spellcaster/Effect. A:1000 D:1000. An automatic victory can be declared by the player whose hand contains this card together with the Left Leg/Right Leg/Left Arm/Right Arm of the Forbidden One.

Feral Imp

Lvl. 4 Dark Fiend. A:1300 D:1400

Fiend Reflection #2

Lvl. 3 Light Winged Beast. A:1100 D:1400

Firegrass

Lvl. 2 Earth Plant. A:700 D:600

Fireyaru

Lvl. 4 Fire Pyro. A:1300 D:1000

Flame Ghost

Lvl. 3 Dark Zombie. A:1000 D:800. "Skull Servant" + "Dissolverock"

Flame Manipulator

Lvl. 3 Fire Spellcaster. A:900 D:1000

Flame Swordsman

Lvl. 5 Fire Warrior/Fusion. A:1800 D:1600. "Flame Manipulator" + "Masaki the Legendary Swordsman"

Flower Wolf

Lvl. 4 Earth Beast. A:1800 D:1400. "Silver Fang" + "Darkworld Thorns"

Frenzied Panda

Lvl. 4 Earth Beast. A:1200 D:1000

Fusionist

Lvl. 3 Earth Beast. A:900 D:700. "Petit Angel" + "Mystical Sheep #2"

Gaia the Dragon Champion

Lvl. 7 Wind Dragon/Fusion. A:2600 D:2100. "Gaia The Fierce Knight" + "Curse of Dragon"

Gaia The Fierce Knight

Lvl. 7 Earth Warrior. A:2300 D:2100

Giant Soldier of Stone

Lvl. 4 Earth Rock. A:1300 D:2000

Great White

Lvl. 4 Water Fish. A:1600 D:800

Green Phantom King

Lvl. 3 Earth Plant. A:500 D:1600

Gyakutenno Megami

Lvl. 6 Light Fairy. A:1800 D:2000

Hane-Hane

Lvl. 2 Earth Beast/Effect. A:450 D:500. FLIP: Select 1 Monster Card on the field (regardless of position) and return it to its owner's hand.

Hard Armior

Lvl. 4 Earth Warrior. A:300 D:1200

Hinotama Soul

Lvl. 2 Fire Pyro. A:600 D:500

Hitotsu-Me Giant

Lvl. 4 Earth Beast-Warrior. A:1200 D:1000

Judge Man

Lvl. 6 Earth Warrior. A:2200 D:1500

Kagemusha of the Blue Flame

Lvl. 2 Earth Warrior. A:800 D:400

Karbonal Warrior

Lvl. 4 Earth Warrior/Fusion. A:1500 D:1200. "M-Warrior #1" + "M-Warrior #2"

King Fog

Lvl. 3 Dark Fiend. A:1000 D:900

Kojikocv

Lvl. 4 Earth Warrior. A:1500 D:1200

Koumori Dragon

Lvl. 4 Dark Dragon. A:1500 D:1200

Kumotoko

Lvl. 3 Earth Insect. A:700 D:1400

Kurama

Lvl. 3 Wind Winged Beast. A:800 D:800

La Jinn the Mystical Genie of the Lamp

Lvl. 4 Dark Fiend. A:1800 D:1000

Larvas

Lvl. 3 Earth Beast. A:800 D:1000

Left Arm of the Forbidden One

Lvl. 4 Dark Spellcaster. A:200 D:300

Left Leg of the Forbidden One

Lvl. 1 Dark Spellcaster. A:200 D:300

Lesser Dragon

Lvl. 4 Wind Dragon. A:1200 D:1000

Lord of D.

Lvl. 4 Dark Spellcaster/Effect. A:1200 D:1100. All Dragon-Type monsters are not affected by Magic Cards, Trap Cards, or other effects while this card is face-up on the field.

Magical Ghost

Lvl. 4 Dark Zombie. A:1300 D:1400

Mammoth Graveyard

Lvl. 3 Earth Dinosaur. A:1200 D:800

Man Eater

Lvl. 2 Earth Plant. A:800 D:600

Man-Eater Bug

Lvl. 3 Dark Insect/Effect. A:450 D:600. FLIP: Destroys 1 monster on the field (regardless of position).

Man-Eating Treasure Chest

Lvl. 4 Dark Fiend. A:1600 D:1000

Masaki the Legendary Swordsman

Lvl. 4 Earth Warrior. A:1100 D:1100

Master & Expert

Lvl. 4 Earth Beast. A:1200 D:1000

Meda Bat

Lvl. 2 Dark Fiend. A:800 D:400

Metal Dragon

Lvl. 6 Wind Machine/Fusion. A:1850 D:1700. "Steel Ogre Grotto #1" + "Lesser Dragon"

Misairuzame

Lvl. 5 Water Fish. A:1400 D:1600

Monster Egg

Lvl. 3 Earth Warrior. A:600 D:900

M-Warrior #1

Lvl. 3 Earth Warrior. A:1000 D:500

M-Warrior #2

Lvl. 3 Earth Warrior. A:500 D:1000

Mysterious Puppeteer

Lvl. 4 Earth Warrior/Effect. A:1000 D:1500. When the monster is summoned (excluding Special Summon) or flipped face-up by attack or some effect, the Life Points of this card's owner increase by 500 points for each monster while this card is face-up on the field.

Mystic Clown

Lvl. 4 Dark Fiend. A:1500 D:1000

Mystic Horseman

Lvl. 4 Earth Beast. A:1300 D:1550

Mystical Elf

Lvl. 4 Light Spellcaster. A:800 D:2000

Mystical Sheep #2

Lvl. 3 Earth Beast. A:800 D:1000

Nemuriko

Lvl. 3 Dark Spellcaster. A:800 D:700

Neo the Magic Swordsman

Lvl. 4 Light Spellcaster. A:1700 D:1000

Ogre of the Black Shadow

Lvl. 4 Earth Beast-Warrior. A:1200 D:1400

One-Eyed Shield Dragon

Lvl. 3 Wind Dragon. A:700 D:1300

Pale Beast

Lvl. 4 Earth Beast. A:1500 D:1200

Petit Angel

Lvl. 3 Light Fairy. A:600 D:900

Petit Dragon

Lvl. 2 Wind Dragon. A:600 D:700

Ray & Temperature

Lvl. 3 Light Fairy. A:1000 D:1000

Reaper of the Cards

Lvl. 5 Dark Fiend/Effect. A:1380 D:1930. FLIP: Destroys 1 Trap Card on the field. If this card's target is face-down, flip it face-up. If the card is a Trap Card, it is destroyed. If not, it is returned to its face-down position. The flipped card is not activated.

Red-Eyes B. Dragon

Lvl. 7 Dark Dragon. A:2400 D:2000

Right Arm of the Forbidden One

Lvl. 1 Dark Spellcaster. A:200 D:300

Right Leg of the Forbidden One

Lvl. 1 Dark Spellcaster. A:200 D:300

Rogue Doll

Lvl. 4 Light Spellcaster. A:1600 D:1000

Root Water

Lvl. 3 Water Fish. A:900 D:800

Rude Kaiser

Lvl. 5 Earth Beast/Warrior. A:1800 D:1600

Ryu-Kishin

Lvl. 3 Dark Fiend. A:1000 D:500

Ryu-Kishin Powered

Lvl. 4 Dark Fiend. A:1600 D:1200

Sand Stone

Lvl. 5 Earth Rock. A:1300 D:1600

Silver Fang

Lvl. 3 Earth Beast. A:1200 D:800

Skull Red Bird

Lvl. 4 Wind Winged Beast. A:1550 D:1200

Skull Servant

Lvl. 1 Dark Zombie. A:300 D:200

Sorcerer of the Doomed

Lvl. 4 Dark Spellcaster. A:1450 D:1200

Spike Seadra

Lvl. 5 Water Sea Serpent. A:1600 D:1300

Spirit of the Harp

Lvl. 4 Light Fairy. A:800 D:2000

Steel Ogre Grotto #1

Lvl. 4 Earth Machine. A:1400 D:1800

Succubus Knight

Lvl. 5 Dark Warrior. A:1650 D:1300

Summoned Skull

Lvl. 6 Dark Fiend. A:2500 D:1200

Swordstalker

Lvl. 6 Dark Warrior. A:2000 D:1600

Terra the Terrible

Lvl. 4 Dark Fiend. A:1200 D:1300

The 13th Grave

Lvl. 3 Dark Zombie. A:1200 D:900

The Furious Sea King

Lvl. 3 Water Aqua. A:800 D:700

The Stern Mystic

Lvl. 4 Light Spellcaster/Effect. A:1500 D:1200. FLIP: All face-down cards on the field are turned face-up, and then returned to their original positions. No card effects are activated when cards are turned face-up.

The Wicked Worm Beast

Lvl. 3 Earth Beast/Effect. A:1400 D:700. This card is returned to your hand at the end of your turn.

Reinforcements **KY**
Trap. Increase a selected monster's ATK by 500 points during the turn this card is activated.

Reverse Trap **KY**
Trap. All increases and decreases to ATK and DEF are reversed for the turn in which this card is activated.

Trap Hole **SR/KY**
Trap. If the ATK of a monster summoned by your opponent (excluding Special Summon) is 1000 points or more, the monster is destroyed.

Two-Pronged Attack **R/KY**
Trap. Select and destroy 2 of your monsters and 1 of your opponent's monsters.

Ultimate Offering **KY**
Trap (Continuous). At the cost of 500 Life Points per monster, a player is allowed an extra Normal Summon, Tribute Summon, or Set.

Waboku **Y**
Trap. Any damage inflicted by an opponent's monster is decreased to 0 during the turn this card is activated.

Metal Raiders 145 Cards

Monsters

7 Colored Fish **C**
Lvl. 4 Water Fish. A:1800 D:800

Ancient Brain **C**
Lvl. 3 Dark Fiend. A:1000 D:700

Ancient Elf **C**
Lvl. 4 Light Spellcaster. A:1450 D:1200

Ancient Lizard Warrior **C**
Lvl. 4 Earth Reptile. A:1400 D:1100

Armored Lizard **C**
Lvl. 4 Earth Reptile. A:1500 D:1200

Armored Zombie **C**
Lvl. 3 Dark Zombie. A:1500 D:0

B. Skull Dragon **UR**
Lvl. 9 Dark Dragon/Fusion. A:3200 D:2500. "Summoned Skull" + "Red-Eyes B. Dragon"

Baby Dragon **C**
Lvl. 3 Wind Dragon. A:1200 D:700

Barrel Dragon **UR**
Lvl. 7 Dark Machine/Effect. A:2600 D:2200. Toss a coin 3 times. If 2 out of 3 results are Heads, destroy 1 monster on your opponent's side of the field. This card can only be used during your own turn, once per turn.

Battle Steer **C**
Lvl. 5 Earth Beast-Warrior. A:1800 D:1300

Bickuribox **C**
Lvl. 7 Dark Fiend/Fusion. A:2300 D:2000. "Crass Clown" + "Dream Clown"

Big Eye **C**
Lvl. 4 Dark Fiend/Effect. A:1200 D:1000. FLIP: See the 5 cards from the top of your Deck, arrange them in any order desired, and replace them on top of the Deck.

Blackland Fire Dragon **C**
Lvl. 4 Dark Dragon. A:1500 D:800

Bladefly **R**
Lvl. 2 Wind Insect/Effect. A:600 D:700. As long as this card remains face-up on the field, increase the ATK of all WIND monsters by 500 points and decrease the ATK of all EARTH monsters by 400 points.

Blast Juggler **C**
Lvl. 3 Fire Machine/Effect. A:800 D:900. Offer this card as a Tribute during your Standby Phase if face-up to destroy 2 face-up monsters with an ATK of 1000 or less.

Blue-Winged Crown **C**
Lvl. 4 Wind Winged Beast. A:1600 D:1200

Bottom Dweller **C**
Lvl. 5 Water Fish. A:1650 D:1700

Cannon Soldier **R**
Lvl. 4 Dark Machine/Effect. A:1400 D:1300. Offer 1 monster on your side of the field as a Tribute to inflict 500 points of Direct Damage to your opponent's Life Points. Monsters used for a Tribute Summon or that are offered as Tributes due to other cards' effects are excluded.

Castle of Dark Illusions **C**
Lvl. 4 Dark Fiend/Effect. A:320 D:1930. FLIP: Increases the ATK and DEF of all Zombie-Type monsters by 200 points. As long as this card remains face-up on the field, the ATK and DEF of Zombie-Type monsters continues to increase by 200 points during each of your Standby Phases. This effect continues until your 4th turn after the card is activated.

Catapult Turtle **SR**
Lvl. 5 Water Aqua/Effect. A:1000 D:2000. Offer 1 monster on your side of

the field as a Tribute to inflict Direct Damage equal to half of the Tribute monster's ATK to your opponent's Life Points. Monsters used for a Tribute Summon or that are offered as Tributes due to other cards' effects are excluded.

Cocoon of Evolution **C**
Lvl. 3 Earth Insect/Effect. A:0 D:2000. You may treat this card as an Equip Magic Card on a face-up "Petit Moth" on the field. When equipped, the ATK and DEF of "Petit Moth" becomes the same as "Cocoon of Evolution".

Crass Clown **C**
Lvl. 4 Dark Fiend/Effect. A:1350 D:1400. When this card is changed from Defense Position to Attack Position, return 1 monster on your opponent's side of the field to the owner's hand.

Crawling Dragon **C**
Lvl. 5 Earth Dragon. A:1600 D:1400

Cyber Saurus **C**
Lvl. 5 Water Fish/Fusion. A:1800 D:1400. "Blast Juggler" + "Two-Headed King Rex"

Dark Elf **R**
Lvl. 4 Dark Spellcaster/Effect. A:2000 D:800. This card requires a cost of 1000 of your own Life Points to attack.

Deepsea Shark **C**
Lvl. 5 Water Fish/Fusion. A:1900 D:1600. "Bottom Dweller" + "Tongyo"

Destroyer Golem **C**
Lvl. 4 Earth Rock. A:1500 D:1000

Disk Magician **C**
Lvl. 4 Dark Machine. A:1350 D:1000

Doma The Angel of Silence **C**
Lvl. 5 Dark Fairy. A:1600 D:1400

Dragon Piper **C**
Lvl. 3 Fire Pyro/Effect. A:200 D:1800. FLIP: Destroys "Dragon Capture Jar", and turns all face-up Dragon-Type monsters to Attack Position.

Dream Clown **C**
Lvl. 3 Wind Warrior/Effect. A:1200 D:900. When this card is changed from Attack Position to Defense Position, select and destroy 1 monster on your opponent's side of the field.

Electric Lizard **C**
Lvl. 3 Earth Thunder/Effect. A:850 D:800. A non "Zombie-Type" monster attacking "Electric Lizard" cannot attack on its following turn.

Empress Judge **C**
Lvl. 6 Earth Warrior/Fusion. A:2100 D:1700. "Queen's Double" + "Hibikime"

Feral Imp **C**
Lvl. 4 Dark Fiend. A:1300 D:1400

Flame Cerebrus **C**
Lvl. 6 Fire Pyro. A:2100 D:1800

Garnecia Elefantis **SR**
Lvl. 7 Earth Beast-Warrior. A:2400 D:2000

Gate Guardian **SCR**
Lvl. 11 Dark Warrior/Effect. A:3750 D:3400. This card can only be Special Summoned by offering "Sanga of the Thunder", "Kazejin" and "Suijin" on your side of the field as a Tribute.

Gazelle the King of Mythical Beasts **C**
Lvl. 4 Earth Beast. A:1500 D:1200

Giga-Tech Wolf **C**
Lvl. 4 Fire Machine. A:1200 D:1400

Glitia the D. Knight **C**
Lvl. 5 Light Warrior/Fusion. A:1850 D:1500. "Guardian of the Labyrinth" + "Protector of the Throne"

Great Moth **R**
Lvl. 8 Earth Insect/Effect. A:2600 D:2500. This monster can only be Special Summoned by offering "Petit Moth" as a Tribute on the 4th of your turns after "Petit Moth" has been equipped with "Cocoon of Evolution".

Ground Attacker Bugroth **C**
Lvl. 4 Earth Machine. A:1500 D:1000

Guardian of the Labyrinth **C**
Lvl. 4 Earth Warrior. A:1000 D:1200

Harpie Lady **C**
Lvl. 4 Wind Winged Beast. A:1300 D:1400

Harpie Lady Sisters **SR**
Lvl. 6 Wind Winged Beast/Effect. A:1950 D:2100. This monster can only be Special Summoned with the Magic Card "Elegant Egotist".

Hibikime **C**
Lvl. 4 Earth Warrior. A:1450 D:1000

Hoshinigen **R**
Lvl. 2 Light Fairy/Effect. A:500 D:700. As long as this card remains face-up on the field, increase the ATK of all LIGHT monsters by 500 points and decrease the ATK of all DARK monsters by 400 points.

Hunter Spider **C**
Lvl. 5 Earth Insect. A:1600 D:1400

Hyosube **C**
Lvl. 4 Water Aqua. A:1500 D:900

Illusionist Faceless Mage **C**
Lvl. 5 Dark Spellcaster. A:1200 D:2200

Insect Soldiers of the Sky **C**
Lvl. 3 Wind Insect/Effect. A:1000 D:800. The ATK of this card increases by 1000 points whenever it attacks a WIND monster.

Jellyfish **C**
Lvl. 4 Water Aqua. A:1200 D:1500

Jimzo #7 **C**
Lvl. 2 Dark Machine/Effect. A:500 D:400. This monster may attack your opponent's Life Points directly.

Jirai Cumo **C**
Lvl. 4 Earth Insect/Effect. A:2200 D:100. When you attack with this card, toss a coin and call it. If you call it right, attack normally. If you call it wrong, reduce your Life Points by half before attacking.

Kaminari Attack **C**
Lvl. 5 Wind Thunder/Fusion. A:1900 D:1400. "Ocubeam" + "Mega Thunderball"

Kazejin **SR**
Lvl. 7 Wind Spellcaster/Effect. A:2400 D:2200. Reduce the ATK of an opponent's monster attacking this card to 0. This effect can be used only once. The card's owner chooses when to activate this effect.

Killer Needle **C**
Lvl. 4 Wind Insect. A:1200 D:1000

King of Yamimakai **C**
Lvl. 5 Dark Fiend. A:2000 D:1530

Kojikocy **C**
Lvl. 4 Earth Warrior. A:1500 D:1200

Kuriboh **SR**
Lvl. 1 Dark Fiend/Effect. A:300 D:200. Discard this card from your hand to the Graveyard to make the damage inflicted to your Life Points by 1 opponent's monster 0. This effect must be activated during your opponent's Battle Phase.

Labyrinth Tank **C**
Lvl. 7 Dark Machine/Fusion. A:2400 D:2400. "Giga-Tech Wolf" + "Cannon Soldier"

Lady of Faith **C**
Lvl. 3 Light Spellcaster. A:1100 D:800

Larvae Moth **C**
Lvl. 2 Earth Insect/Effect. A:500 D:400. This monster can only be Special Summoned by offering "Petit Moth" as a Tribute on the 2nd of your turns after "Petit Moth" has been equipped with "Cocoon of Evolution".

Launcher Spider **C**
Lvl. 7 Fire Machine. A:2200 D:2500

Lava Battleguard **C**
Lvl. 5 Earth Warrior/Effect. A:1550 D:1800. Increase the ATK of this card by 500 points for each face-up "Swamp Battleguard" on your side of the field.

Leghul **C**
Lvl. 1 Earth Insect/Effect. A:300 D:350. This monster may attack your opponent's Life Points directly.

Leogun **C**
Lvl. 5 Earth Beast. A:1750 D:1550

Little Chimera **R**
Lvl. 2 Fire Beast/Effect. A:600 D:550. As long as this card remains face-up on the field, increase the ATK of all FIRE monsters by 500 points and decrease the ATK of all WATER monsters by 400 points.

Magician of Faith **R**
Lvl. 1 Light Spellcaster/Effect. A:300 D:400. FLIP: Select 1 Magic Card from your Graveyard and return it to your hand.

Mask of Darkness **R**
Lvl. 2 Dark Fiend/Effect. A:900 D:400. FLIP: Select 1 Trap Card from your Graveyard and return it to your hand.

Masked Sorcerer **R**
Lvl. 4 Dark Spellcaster/Effect. A:900 D:1400. When you inflict damage to your opponent's Life Points with this card, draw 1 card from your Deck.

Mega Thunderball **C**
Lvl. 2 Wind Thunder. A:750 D:600

Milus Radiant **R**
Lvl. 1 Earth Beast/Effect. A:300 D:250. As long as this card remains face-up on the field, increase the ATK of all EARTH monsters by 500 points and decrease the ATK of all WIND monsters by 400 points.

Morinphen **C**
Lvl. 5 Dark Fiend. A:1550 D:1300

Muka Muka **R**
Lvl. 2 Earth Rock/Effect. A:600 D:300. Increase the ATK and DEF of this card by 300 points for every card in your hand.

Mushroom Man #2 **C**
Lvl. 3 Earth Warrior/Effect. A:1250

D:800. A player controlling this monster loses 300 Life Points during each of his/her Standby Phases when this card is on the field. Control of this card is shifted to your opponent by paying 500 Life Points at your own End Phase.

Musician King **C**
Lvl. 5 Light Spellcaster/Fusion. A:1750 D:1500. "Witch of the Black Forest" + "Lady of Faith"

Mystic Horseman **C**
Lvl. 4 Earth Beast. A:1300 D:1550

Mystic Lamp **C**
Lvl. 1 Dark Spellcaster/Effect. A:400 D:300. This monster may attack your opponent's Life Points directly.

Niwatori **C**
Lvl. 3 Earth Winged Beast. A:900 D:800

Ocubeam **C**
Lvl. 5 Light Fairy. A:1550 D:1650

Ooguchi **C**
Lvl. 1 Water Aqua/Effect. A:300 D:250. This monster may attack your opponent's Life Points directly.

Pale Beast **C**
Lvl. 4 Earth Beast. A:1500 D:1200

Petit Moth **C**
Lvl. 1 Earth Insect. A:300 D:200

Prevent Rat **C**
Lvl. 4 Earth Beast. A:500 D:2000

Princess of Tsurugi **R**
Lvl. 3 Wind Warrior/Effect. A:900 D:700. FLIP: Inflicts 500 points of Direct Damage to your opponent's Life Points for each Magic and Trap Card your opponent has on the field.

Protector of the Throne **C**
Lvl. 4 Earth Warrior. A:800 D:1500

Pumping the King of Ghosts **C**
Lvl. 6 Dark Zombie/Effect. A:1800 D:2000. If "Castle of Dark Illusions" is face-up on the field, increase the ATK and DEF of this card by 100 points. As long as this "Castle of Dark Illusions" remains face-up on the field, the ATK and DEF of this card continues to increase by 100 points during each of your Standby Phases. This effect continues until your 4th turn after the card is activated.

Punished Eagle **C**
Lvl. 6 Wind Winged Beast/Fusion. A:2100 D:1800. "Blue-Winged Crown" + "Niwatori"

Queen's Double **C**
Lvl. 1 Earth Warrior/Effect. A:350 D:300. This monster may attack your opponent's Life Points directly.

Rabid Horseman **C**
Lvl. 6 Earth Beast-Warrior/Fusion. A:2000 D:1700. "Battle Ox" + "Mystic Horseman"

Rainbow Flower **C**
Lvl. 2 Earth Plant/Effect. A:400 D:500. This monster may attack your opponent's Life Points directly.

Roaring Ocean Snake **C**
Lvl. 6 Water Aqua/Fusion. A:2100 D:1800. "Mystic Lamp" + "Hyosube"

Rock Ogre Grotto #1 **C**
Lvl. 3 Earth Rock. A:800 D:1200

Ryu-Kishin Powered **C**
Lvl. 4 Dark Fiend. A:1600 D:1200

Saggi the Dark Clown **C**
Lvl. 3 Dark Spellcaster. A:600 D:1500

Sanga of the Thunder **SR**
Lvl. 7 Light Thunder/Effect. A:2600 D:2200. Reduce the ATK of an opponent's monster attacking this card to 0. This effect can be used only once. The card's owner chooses when to activate this effect.

Sangan **R**
Lvl. 3 Dark Fiend/Effect. A:1000 D:600. When this card is sent from the field to the Graveyard, move 1 monster with an ATK of 1500 or less from your Deck to your hand. Your Deck is then shuffled.

Shadow Ghoul **R**
Lvl. 5 Dark Zombie/Effect. A:1600 D:1300. Increase the ATK of this monster by 100 points for each monster in your own Graveyard.

Skull Knight **C**
Lvl. 7 Dark Spellcaster/Fusion. A:2650 D:2250. "Tainted Wisdom" + "Ancient Brain"

Star Boy **R**
Lvl. 2 Water Aqua/Effect. A:550 D:500. As long as this card remains face-up on the field, increase the ATK of all WATER monsters by 500 points and decrease the ATK of all FIRE monsters by 400 points.

Steel Scorpion **C**
Lvl. 1 Earth Machine/Effect. A:250 D:300. A non Machine-Type Monster attacking "Steel Scorpion" will be destroyed at the End Phase of your opponent's 3rd turn after the attack.

Suijin **SR**
Lvl. 7 Water Aqua/Effect. A:2500 D:2400. Reduce the ATK of an opponent's monster attacking this card to 0. This effect can be used only once. The card's owner chooses when to activate this effect.

Summoned Skull **UR**
Lvl. 6 Dark Fiend. A:2500 D:1200

Swamp Battleguard **C**
Lvl. 5 Earth Warrior/Effect. A:1800 D:1500. Increase the ATK of this monster by 500 points for every face-up "Lava Battleguard" on your side of the field.

Tainted Wisdom **C**
Lvl. 3 Dark Fiend/Effect. A:1250 D:800. When this card is changed from Attack Position to Defense Position, shuffle your own Deck.

The Bistro Butcher **C**
Lvl. 4 Dark Fiend/Effect. A:1800 D:1000. When this card inflicts damage to your opponent, your opponent must draw 2 cards from his/her Deck.

The Immortal of Thunder **C**
Lvl. 4 Light Thunder/Effect. A:1500 D:1300. FLIP: You gain 3000 Life Points. After this card is flipped, you lose 5000 Life Points when it is sent from the field to the Graveyard.

The Little Swordsman of Aile **C**
Lvl. 3 Water Warrior/Effect. A:800 D:1300. Offer 1 monster on your side of the field as a Tribute to increase this monster's ATK by 700 points until the end of the turn.

The Unhappy Maiden **C**
Lvl. 1 Light Spellcaster/Effect. A:0 D:100. When this card is sent to the Graveyard as a result of battle, the Battle Phase for that turn ends immediately.

Thousand Dragon **SCR**
Lvl. 7 Wind Dragon/Fusion. A:2400 D:2000. "Time Wizard" + "Baby Dragon"

Thunder Dragon **C**
Lvl. 5 Light Thunder/Effect. A:1600 D:1500. Discard this card from your hand to the Graveyard to add up to 2 "Thunder Dragon" cards from your Deck to your hand. Your Deck is then shuffled. This effect is activated only during a Main Phase.

Time Wizard **UR**
Lvl. 2 Light Spellcaster/Effect. A:500 D:400. Toss a coin and call Heads or Tails. If you call it right, your opponent's monsters on the field are destroyed. If you call it wrong, your own monsters on the field are destroyed and you lose Life Points equal to half the total ATK of the destroyed monsters. This card can be used only during your own turn, once per turn.

Tongyo **C**
Lvl. 4 Water Fish. A:1350 D:800

Trent **C**
Lvl. 5 Earth Plant. A:1500 D:1800

Twin-Headed Thunder Dragon **SR**
Lvl. 7 Light Thunder/Fusion. A:2800 D:2100. "Thunder Dragon" + "Thunder Dragon"

Water Omotics **C**
Lvl. 4 Water Aqua. A:1400 D:1200

White Magical Hat **R**
Lvl. 3 Light Spellcaster/Effect. A:1000 D:700. When this card inflicts damage to your opponent's Life Points, 1 card must be discarded randomly from your opponent's hand to the Graveyard.

Winged Dragon, Guardian of the Fortress #1 **C**
Lvl. 4 Wind Dragon. A:1400 D:1200

Witch of the Black Forest **R**
Lvl. 4 Dark Spellcaster/Effect. A:1100 D:1200. When this card is sent from the field to the Graveyard, move 1 monster with a DEF of 1500 or less from your Deck to your hand. Your Deck is then shuffled.

Witch's Apprentice **R**
Lvl. 2 Dark Spellcaster/Effect. A:550 D:500. As long as this card remains face-up on the field, increase the ATK of all DARK monsters by 500 points and decrease the ATK of all LIGHT monsters by 400 points.

Yado Karu **C**
Lvl. 4 Water Aqua/Effect. A:900 D:1700. When this card is changed from Defense Position to Attack Position, you can place any number of cards from your hand at the bottom of your Deck in any order you desire.

Change of Heart **UR**
Magic. Select and control 1 opposing monster (regardless of position) on the field until the end of your turn.

Elegant Egotist **R**
Magic. When you have 1 or more "Harpie Lady" cards on the field, you can Special Summon 1 "Harpie Lady" or "Harpie Lady Sisters" card from your hand or your Deck.

Gern Infection **C**
Magic (Equip). The ATK of a non Machine-Type monster equipped with this card is decreased by 300 points at each of its Standby Phases.

Heavy Storm **SR**
Magic. Destroys all Magic and Trap Cards on the field.

Paralyzing Potion **C**
Magic (Equip). A non Machine-Type monster equipped with this card cannot attack.

Ring of Magnetism **C**
Magic (Equip). A monster equipped with this card decreases its ATK and DEF by 500 points. All your opponent's monsters must attack the monster equipped with this card.

Share the Pain **C**
Magic. Offer 1 monster on your side of the field as a Tribute. Your opponent must select 1 monster on his/her side of the field and offer it as a Tribute.

Shield & Sword **R**
Magic. For 1 turn, each face-up monster's original ATK becomes their original DEF and vice-versa. Monsters summoned after this card's activation are excluded.

Soul Release **C**
Magic. Select up to 5 cards from either you or your opponent's Graveyard and remove them from the current Duel.

Stim-Pack **C**
Magic (Equip). A monster equipped with this card increases its ATK by 700 points. Its ATK is then decreased by 200 points at each of its Standby Phases.

Sword of Deep-Deepest **C**
Magic (Equip). A Monster Card equipped with this card increases its ATK and DEF by 500 points. When this card is sent to the Graveyard, place it on top of your Deck.

The Cheerful Coffin **C**
Magic. You can discard up to 3 Monster Cards from your hand to the Graveyard.

Tremendous Fire **C**
Magic. Inflicts 1000 points of Direct Damage to your opponent's Life Points and 500 points of Direct Damage to your Life Points.

Tribute to The Doomed **SR**
Magic. Discard 1 card from your hand to the Graveyard to destroy 1 Monster Card on the field (regardless of its position).

Traps

Fake Trap **R**
Trap. When your opponent uses a Magic, Trap, or Effect Monster Card to destroy your Trap Card(s), this card can be destroyed as a substitute for your Trap Card(s).

Horn of Heaven **UR**
Trap (Counter). Offer 1 of your own monsters on the field as a Tribute to negate the summon (including Special Summon) of a monster and destroy it.

Magic Jammer **UR**
Trap (Counter). Discard 1 card from your hand to the Graveyard to negate the activation of a Magic Card and destroy it.

Mirror Force **UR**
Trap. When an opponent's monster attacks, negate the attack and destroy all opponent's monsters in Attack Position.

Robbin' Goblin **R**
Trap (Continuous). Each time 1 of your monsters inflicts damage to your opponent's Life Points, 1 card is randomly selected from your opponent's hand and discarded to the Graveyard.

Seven Tools of the Bandit **UR**
Trap (Counter). Pay 1000 of your Life Points to negate the activation of a Trap Card and destroy it.

Solemn Judgment **UR**
Trap (Counter). Pay half of your Life Points when your opponent either activates a Magic or Trap Card or summons a monster (including Special Summon) to negate the action and destroy the cards involved.

Magic

Block Attack **C**
Magic. Select 1 of your opponent's monsters and shift it to Defense Position.

MLB '02 steps up to the plate

It didn't hit stores until the major league baseball season was a month old, but the 2002 edition of *MLB Showdown* made definite improvements on an already a nice design:

Higher on-base numbers and lower control ratings. Pitchers' control ranges from one to five (no sixes this year), while hitters range from eight to 12. And it's easy to build a lineup of all 11s and 12s. This doesn't mean an explosion of offense — the aim was to put more "swing" rolls (the second roll in the at-bat sequence) on the hitters' cards. But the balance remains; those OB 12 hitters tend to have two or three more outs on than they used to. And those Control 1 pitchers have outs up to 18 or 19. Of course, some players break the mold. **Barry Bonds** has an OB of 14! Plus a ton of walks, and he homers at 17 or better. He's also the most expensive card in three years of *MLB Showdown*, at 860 points.

Improved speed ratings. Base runners are still rated A, B, or C, so the cards are compatible with older strategy cards. But each player also gets a number used to calculate the chances of an extra or stolen base. **J.D. Drew** is fast at A (20); **Jimmy Rollins** is faster with 23. It adds realism without adding complexity — great!

First Cut Strategies for new releases by Scott D. Haring



Strategy card restrictions.

A new rule prohibits playing two or more of the same strategy card during a single at-bat. Good news for players tired of rules lawyers dropping four **Rally Caps**, three **Last Chances** and a couple of **Play the Percentages**. There are enough different bonus cards that you can still generate an impressive total, though — that's important, because:

Anybody can homer any time. All hitters' and pitchers' result charts now have a

homer result line — even if it's 27+. A big enough strategy-card bonus allows even the lightest-hitting player a chance against the most intimidating pitcher. It's such a long shot in some cases that it's virtually impossible — but not totally impossible.

There are some things to take Wizards of the Coast to task on. First is the lateness of the set. April 29 — a full month into the season — is way too late to release the cards. The game

needs to hit stores about midway through spring training, in mid-March.

The new basic set is 356 cards, instead of the 462 from the first two years. They'll make up for that with two supplements: *Trading Deadline* at the All-Star break and *Pennant Run* toward the end of the year, but it will lead to less variety in deck-building.

There are 50 strategy cards in the 2002 base set — but 47 of them are repeats from previous years. That's too many. *Trading Deadline* won't have any strategy cards, though I hear *Pennant Run* will. Hopefully, the designers will have come up with some ideas by then.

Wizards of the Coast is supporting *MLB Showdown* with league play again this year, but instead of printing 33 different Spring Training promo cards and releasing them in pairs to small regions, they're only doing four cards, releasing singles to different quarters of the country. Here in Texas, we were looking forward to an Astro and a Ranger again, but we got the Oakland A's **Eric Chavez**. Once the league starts, instead of six mini-seasons, each with four promo cards, it's been cut back to three seasons with five promos each.

But none of that diminishes how much fun this game is to collect and play. I've already got my first deck ready to go (groundball pitchers, great infield defense, and **Ivan Rodriguez**, **Jeff Bagwell**, and **Barry Bonds** in the middle of the lineup). Until then — Play ball!

Teams triumph with Triangle offense

SCRYE LAB NEW DECK CONCOCTIONS! by Steve Fritz

Coach Phil Jackson won an astounding eight NBA Championships in the space of a dozen years. Jackson's main innovation is called the Triangle offense. It revolves around having a huge rebounder in the paint and two major-league scorers on the outside. Then he'd add "floaters," specialists who fit whatever situation Jackson was up against.

Of course, having such talent as Michael Jordan on your team doesn't hurt. When Jackson coached the Chicago Bulls, he put a very strong team around Jordan. On the rebound front, he played either Bill Cartwright or Horace Grant for his first three championships. Later he put in Dennis Rodman and a number of different centers. Then he gave Jordan extra scoring strength with Scottie Pippen, Steve Kerr, and Craig Ehlo.

Now Jackson's doing it again with the L.A. Lakers — and you can do the same thing with *NBA Showdown*! Jackson's big man is the mighty **Shaquille O'Neal**, one of the best centers in the business. On the outside, he employs small forward **Kobe Bryant**, who can easily get you 24 points a game. For my third scorer, I'd go to Jackson's old team, the New York Knicks, and recruit **Latrell Sprewell**. Sprewell may not be as high a straight scorer as Bryant, but he can also hit a 3-point shot. On point guard, I'd pick perennial all-star **Gary Payton**. He's fast, can score, and has an even better outside shot. He also backs you up if Sprewell or Bryant go cold.

Finishing off this high-octane package would be the Nets' **Keith Van Horn**. Van Horn balances this team with more power and another good outside shot. My bench would be rounded out with PG/SG **Lindsay Hunter**, PG **Baron Davis**, and center **Vlade Divac**. Believe it or not, this team comes in at 4,950 points, right under the cap. You can even squeeze in an extra power forward on your bench, if you'd like.

As for strategy cards, obviously throw in some **3-Pointers**. Shaq deserves a copy of **Aggressive Play**, **Rimshaker**, and **Brute Force** or three. You can bet opponents will doubleteam Shaq (or any of these players), so keep **Find The Open Man** around. Since you have some strong outside shooters, keep **From Way Downtown** and **Outside Pick** in your deck, as well as **Jumper**.

Defense isn't the Lakers'

strong suit, so you have to compensate for this. A team with high power can give you real grief. So the first card I'd put in my deck is **Good Position**, which gives a player +4 Power. Throw in **Guard The Paint** and **Play 'Em Tight** — while they give your opponent two foul shots each,

they give your players +4 Speed and Power.

As I write this, the Lakers are in the playoffs and just might pull off a third championship. That would give Jackson nine rings in 13 years. Now go see if the Triangle works for you!

STARTING PLAYERS

SG/SF	Kobe Bryant (02)	(1160 pts)
C	Shaquille O'Neal (02)	(1230 pts)
PG	Gary Payton (02)	(950 pts)
SG/SF	Latrell Sprewell (02)	(570 pts)
PF	Keith Van Horn (02)	(740 pts)

BENCH PLAYERS (1/5 pt. value)

PG/SG	Baron Davis (02)	(160 pts)
PG/SG	Lindsay Hunter (02)	(66 pts)
SF	Scottie Pippen (02)	(90 pts)
PF/C	Elden Campbell (02)	(106 pts)

STRATEGY CARDS

3x	3-Pointer (02)
3x	Aggressive Play (02)
3x	Brute Force (02)
3x	Find The Open Man (02)
3x	From Way Downtown (02)
3x	Guard The Paint (02)
3x	Good Position (02)
3x	Outside Pick (02)
3x	Play 'Em Tight (02)
3x	Rimshaker (02)

PG - Point Guard
SG - Shooting Guard
SF - Small Forward
PF - Power Forward
C - Center



Take a chance!

WIN WITH HIGH-RISK MOVES

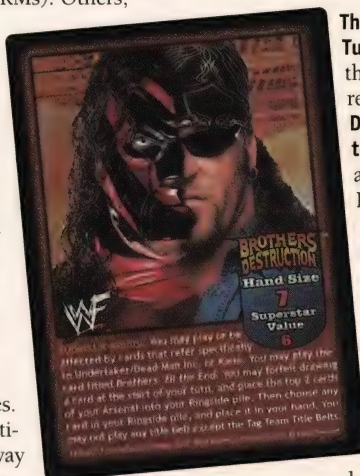


High Fliers. Risk takers. Crowd pleasers. Today's WWF is replete with daredevils and superb athletes and WWF Raw Deal offers a large number of high-flying superstars to choose from. Many specialize in performing high-risk maneuvers (HRMs). Others, while not high-risk specialists, have powerful wrestler-specific HRMs. Almost every superstar in the game can use HRMs to good effect.

Players who favor aggressive play will find HRMs rewarding. They can cause a lot of damage early in the game. HRMs have a couple of advantages stemming from their characteristically high damage values. They provide lots of fortitude, which paves the way for high-fortitude staples like **No Chance**. And since they typically have damage greater than seven, they can't be reversed by **Elbow to the Face** — one of the most prevalent and effective reversals in the game.

A couple things must be considered when incorporating HRMs into your deck. First, they require a set-up maneuver to play. It's not enough to simply get fortitude on the table. The damage from the precedent maneuver must go the distance, allowing you to follow up with the HRM. To be effective, your strategy should include the ability to play maneuvers that can't be reversed (via **Turn the Tide**, Reversal Fortitude penalties from cards like

mastyr Skills for survival! by Matt Hoskins



Throw into the Corner Turnbuckle, or maneuvers that are just difficult to reverse like **Claw** and **Dirty Low Blow**). Lita to the Xtreme is an invaluable addition to any HRM-focused deck.

Since HRMs depend on following another maneuver or set-up action card, high-risk decks favor Superstars with a large hand size.

During deck construction, it's also critical to strike a balance between set-up maneuvers and HRMs. As a rule of thumb, start with five to seven HRMs and go from there. Many decks work effectively with less; others need more.

HRM game text includes one of two requirements: "Can only be played after X" and "Must be played after X". Actions or abilities can override the "can only" text. These HRMs work with From

the Top Rope, No Jeff Don't Do It, and similar actions. "Must be played" HRMs, such as **Suicide Plancha**, don't work with these types of actions. The distinction is important to keep in mind when evaluating

HRM for your deck.

Here are some wrestler-specific tricks involving high-risk maneuvers:

- Matt Hardy or the Hardy Boys. **Put it All On the Line + Matt Hardy's Patented Legdrop**.

This combo is a surefire way to reshuffle your entire ringside pile into your arsenal.

- Chris Benoit.

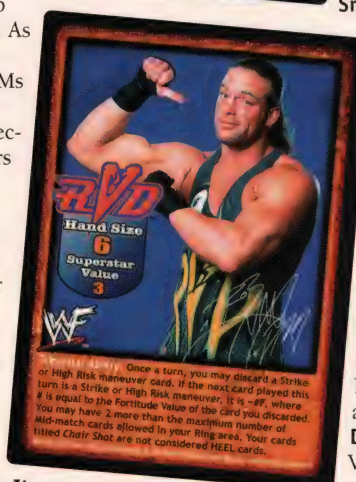
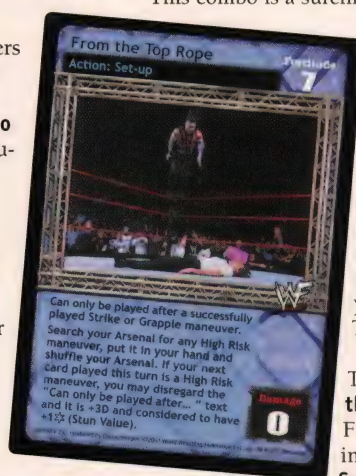
Clutch onto Opponent followed by three **Dirty Low Blows**, then **From The Top Rope** into a **Kamikaze Headbutt** for 25 unreversible damage. This combo only requires two cards in your hand: Clutch and Top Rope.

- Two Man Power Trip. **Leaping Knee to the Face** followed by **From The Top Rope** into the **Austin Elbow Smash** for 28 irreversible damage. This combo is easy on the pocket book, as each essential card is fixed rarity.

- Tazz. **Double Underhook Suplex** into **Flying Body Press**. 19F with your first two maneuvers of the game.

- Rob Van Dam. Ditch a card for his Superstar ability, play **Chairshot** followed by **From The Top Rope** into a 16-point **Missile Dropkick** — 23F with Van Dam's first two maneuvers.

When building a deck, it's important to playtest the concept. Through playtesting, you'll find the right card balance to execute your next high-risk strategy.



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Winning strategies abound Star Trek metagame still wide open



The *Star Trek* CCG metagame is at an interesting point. Never before has an expansion set had as little impact on the metagame as *The Motion Pictures*. At the same time, certain decks developed after *Voyager's* release and updated little after that remain competitive. Constructed-deck tournaments retained a relatively constant card pool, but despite this, a wide variety of decks are playable.

What are the top decks in the tournament scene? The first mention must go to **Vic Fontaine** decks, which make use of the hologram's overpowered downloading ability. Several tricks maximize his potential. **Mission Fatigue**, **Punishment Box**, and **Sarjenka** seeded under **Q's Planet** will net you four downloads plus five points. Those downloads can be used for a number of purposes, not least being **Ferengi Conference**, which can be put to good use for fast Ferengi civilians. Any non-Borg deck can use Fontaine to download **Distortion of Space/ Time Continuum** when one of its personnel is stopped by a dilemma. Unfortunately, personnel he downloads can't join the current mission attempt.

Another fast deck is based on Drew Lichenstein's Dragon*Con 2001 winning deck. It whittles its draw deck down to 23 cards before the game begins. Then, with a combination of free card plays, downloads, and, in the updated version, a solitary **Barzan Wormhole** report with crew, gets a megacrew of 14 or 15 personnel on turn one, capable of blasting through almost any dilemma combination with the help of scans.

Feedback Surge is, as always, a threat to Q-Bypass or Senior Staff Meeting/Pla-net decks, but the metagame may be lax enough at the moment for players to leave it in their binders. When that happens, someone will always try their luck and maybe even win a tournament or two by bringing out these old decks — but it's unlikely to succeed longer than that.

Espionage is alive and well, with the prevalence of high-point missions which can't be protected by **Fair Play**. One fast Romulan deck uses espionage as a sideline, since **Plans of the Tal Shiar** means that the Romulans needn't be slowed down by the inclusion of espionage cards necessary for the strategy.

Since many players include a badlands mission in their decks to move from the alpha to the delta quadrant via **Caretaker's Array**, and more are using **Wormhole Negotiations** solely to get fast personnel, the missions are around to steal. The Hirogen's **Rituals of the Hunt** is another powerful mission-stealing tool — since your opponent will no doubt have chosen personnel specifically for solving his missions, **Rituals** makes find-



ing the appropriate skills for mission-stealing much easier. The Hirogen aren't the best affiliation for mission-stealing, but **Hajur**, who can be downloaded by **Penk**, who in turn can be downloaded with **Defend Homeworld**, is a dual-affiliation Hirogen/Non Aligned personnel with anthropology, providing other affiliations with a way to use **Rituals of the Hunt**.

Point-denial appears to be making a comeback.

Since the release of *Voyager*, **Containment Field** meant the decline of the previously popular **Destroy Radioactive Garbage Scow** strategy. **Containment Field** is unpopular at the moment, because none of the deck types it targets have been popular. The latest point-denial decks use **Barash** plus **Hologram Ruse** or **Ferengi Infestation** as the first encountered dilemma under each mission, to force opponents to bring in a large number of personnel, causing a large point loss to **The Higher ... The Fewer**, which is usually the next dilemma. **62nd Rule of Acquisition** costs your opponent a further 10 points per mission, and to top it all off, **Destroy Radioactive Garbage Scow** loses them even more points, as well as possibly killing some personnel at the same time. The deck can be made fast enough to be competitive, what with the hundreds of ways of downloading or reporting personnel for free available to players

at the moment. It doesn't need to be too fast, since your opponent will probably have to solve *all* his mission in order to win.

The strategy of slowing down super-fast decks isn't restricted to point-denial. Fortress decks take advantage of fast decks' streamlined personnel selection by requiring multiples of the same skill to pass dilemmas, while eliminating personnel with that skill at every opportunity. **Your Galaxy is Impure** is a key to this deck type, as it provides

almost unbeatable targeted removal. By placing **Common Thief** in front of it, it's also possible to protect Your Galaxy from **Borg Nanoprobes**, and if your opponent isn't using equipment, provides one more opportunity to remove an important personnel. **Disruptor Overload** also helps against Nanoprobes. **Cyrus Redblock** can add to the mayhem if science is the skill you plan to remove, because **Scientific Method** is a "murder" dilemma.

Q the Referee has hurt delay decks, because it makes anti-cheese defense easy, with **Operate Wormhole Relays** against Field Trip decks, **Intruder Alert!** and **Intruder Force Field** against **Rogue Borg Mercenaries**, and **Containment Field** against **Destroy Radioactive Garbage Scow**, among others. All it takes is one Q to bring the appropriate referee-icon card into play.

New thinking challenges the idea that cheese is dead, however — what if one deck abuses *all* these cards? Most decks seed two copies of Q the Referee. One is used to cycle referee cards to the bottom of the deck or to the discard pile, the other to download referee cards in an emergency. Such decks would have no defense against decks that use four or five abusive strategies.

Ore Processing makes this easy: first turn, use **Defend Homeworld** to download **Overseer Odo** to a Nor, use his special download to download **Process Ore** to your **Ore Processing Unit**, and you're away. Simply "process" cards which your opponent has made useless with a referee-icon card and draw more cards to replenish the supply.

All these ideas are unusable for Borg players, but they needn't worry — their traditional problems have been all but eliminated. **Harness Particle 010** has made it easy for Borg players to pull off a two-mission win. When you consider that HP010 can even be used to target a universal Nebula or Space mission at which **Omega Particle** has been played, Borg players now need face only one mission's worth of dilemmas — an incredible advantage. One HP010 and an **Assimilate Homeworld** will bring you up to 100 points with a minimum of effort, and probe rigging has never been easier. It's doubtful that many players will pick the Borg up, because these decks take effort to build and play properly, so they may come as a surprise to many players.

A word of caution: it's no use theorizing about any of these decks without actually testing them. Chances are, if you're playing a deck for the first time, you'll forget something or make some crucial mistake at the wrong moment. The best thing to do is to play as much as possible — you'll only get better if you do.



Take aim at foes with Imperial Guard deck

WARHAMMER
40,000

This Warhammer 40,000 deck does what the Imperial Guard does best: shoot. Shoot and shoot until their lasguns melt! The deck's foundation is three common cards, and it uses only four rare cards total, so the deck is within reach of almost any player without breaking the bank, yet it competes with some of the best decks out there.

The primary units in this deck are the infantry, but what really makes it work are three firepower-modifying cards: **Fire Support Squad**, **Sentinel Squadron**, and **Pillbox**. Each of these cards gives firepower bonuses to your infantry units (some require tests, some don't). This is important, because the majority of the cards in the deck only have Firepower 1 or 2 to begin with. Without the bonuses it would be difficult for the basic infantry cards to destroy vehicles or heavily armored units like Space Marines. During deployment, it's important to remember to place the support units together with basic infantry (like the **Mordian Iron Guard** or **Hardened Veterans**), as neither type of unit is all that good on their own.

Some other cards in the deck deserve special mention, as well. **Dead Zone** is a critical element of the deck, and will be one of your

SCRYE LAB
NEW DECK CONCOCTIONS!
by Chris Wagner

GUNS OF THE GUARD

UNITS

- 4x Chimera (CC)
- 4x Command Squad (CC)
- 4x Earthshaker Platform (CC)
- 4x Fire Support Squad (CC)
- 4x Hardened Veterans (CC)
- 4x Mordian Iron Guard (CC)
- 4x Mortar Squad (CC)
- 4x Penal Legion (CC)
- 4x Sentinel Squadron (CC)
- 4x Steel Legion Platoon (CC)
- 4x Tarantula Battery (CC)
- 4x Veteran Cityfighters (CC)
- 4x Veteran Platoon (CC)

FORTIFICATIONS

- 4x Dead Zone (CC)
- 4x Pillbox (CC)



greatest defenses against decks that rely on a heavy assault element. If your opponent can't destroy Dead Zone, they will be unable to assault your units, which renders some decks completely inert! Since Dead Zone features the new invul-

nerable ability (if you pass the invulnerable test, the unit resists destruction!) it can be difficult to remove from play

The **Chimera** may appear out of place in a "shooty" deck, with its troop capacity being completely useless, but it can swing a battle at a critical moment with its secondary infiltration ability. It also serves as an excellent blocker when you need to protect a critical unit, as it has high speed and good armor. Finally, the **Earthshaker Platform** highlights another new ability featured in the *Coronis Campaign* expansion: artillery. This unit can lock to take two shots, locking or destroying elements of your opponent's force which might otherwise be untouchable.

Of course, units aren't the only component of a good Warhammer 40K deck. This deck is designed to roll high and has only eight cards with die values of three or less.

This ensures that you will pass most of your tests, artillery rolls, and many invulnerable saves, making this deck both reliable and dangerous. With all this power, it's easy to see why the guns of the Guard never rest!

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Player's Committee Update

The Star Wars CCG Player's Committee is in full swing. Here's what's been going on:

Championships: By the time you read this most, if not all, the Regionals will be complete. If you didn't place high enough, there are still five major Opens. They're scheduled for: Origins, July 1-4 in Columbus, Ohio; Comic-Con International: San Diego, Aug. 1-4 in San Diego, California; Gen Con, Aug. 8-11 in Milwaukee, Wis.; Dragon*Con, Aug. 30-Sept. 2 in Atlanta, Ga.; and the Essen Game Fair, Oct 16-18 in Germany. There are also several "mini-Opens" around the country. Visit TheForce.Net's CCG Section for a complete list of Championship tournaments.

Decipher Donation: Recently Decipher announced that it would donate more than \$1 million in product, promotional materials, and financial backing. This generous donation includes basic product displays, Decipher-autographed cards, dozens of complete sets of promotional foils, and more than a hundred previously unseen variations of uncut sheets. Also included will be items from the *Young Jedi* and *Jedi Knights* card games. This is all in addition to the \$10,000 prize money the company is putting up for the Star Wars CCG World



by **Josh Radke**
(Player Advocate, Red 84)

Championships.

Virtual Cards: The next batch of Star Wars v-cards should be out by the time this article sees print, as well as the first set of *Young Jedi* cards. Both design groups will be monitoring their impact on their respective gaming communities to see how these cards will impact the tournament scene.

Young Jedi: To coincide with the recent release of virtual cards and updated rules, the *Young Jedi* department will also release a comprehensive glossary of rulings and terms.



Expect this to be released in time for DecipherCon later this year.

PC Logo: The advocates have decided on a logo that will represent the Player's Committee. The logo will be available in several forms for use on everything from websites to T-shirts. The logo was designed by PC Advocate and veteran *Scrye* contributor Jason Robinette.

Scenario Tournaments: Tournament Directors, are you looking for a way to keep your tournaments fresh or to keep your player base? You'll now notice, when you post your tournaments on Decipher's page, that the "Episode I" option has been replaced with "Scenario". This means that you can run *any* scenario from Battle of Hoth to Classic-only and have it be sanctioned. Though "Scenario" rankings still don't exist, you will receive prize support as normal if your scenario tournament gets sanctioned. This is a powerful new option as it essentially allows you, the TD, to call the shots and give your players the kinds of tournaments they want to play in!

For up-to-the minute updates on Decipher's Star Wars card games, check out the Gameplayers Network and TheForce.Net.



Seven cards your Firestorm deck needs

There are several ways to win in *Firestorm*. However, whether you choose the military approach or race for tech, there are seven cards that can't help but benefit your deck.

Saboteur. Let's see — she has the Spy trait, which means she can be deployed on any planet, not just your homeworld. She can move from planet to planet without a ship. She can challenge opposing heroes to duels. She lets you discard two cards at random from your hand to destroy a support card at the Spy's location. Oh, and she can turn to inflict damage to any ship at her location. That's five useful abilities for three resources. How many other characters — in any game — give you a deal like that?

Only Fools Roll The Bones. Fate cards often have global effects, or effects that last to the end of the game. This card lets you cancel and remove a fate card as it is played.

Quick Reflexes. I love multi-purpose cards — they give you more options and use less space. I particularly love multi-purpose cards



by **James R. Collier**



with two good purposes, like this one. You either play to prevent damage to a hero in hero combat or you play it when a ship would suffer combat damage to prevent one point of damage. Lovely.

Cut the Red Tape and Hidden Resources. Playing cards in *Firestorm* requires both resources and commands. Both are limited in the early game — five resources and three commands per turn are average. So any card

that gives you an extra command or resource can change the tempo of the game and give you a significant card advantage. Hidden Resources gives you one resource at any time. Unlike various fate cards that give you an added resource point, you can use all three

copies of this card, and it works even if your opponent's card is played first. Cut the Red Tape says "Gain one command." You have to wait until you have used a command or two to play it, since it won't raise your current number of commands above your maximum, but it's a great secret weapon.

Corporate Enforcer. Turn the Enforcer to look at

the top card of your opponent's deck. If it's a good card, you can make him discard it. If not, you let him put it in his hand and you gain one resource. Simple.

Infra-Red Goggles. This card lets you look at your opponent's hand once per turn. If you can't figure out why a card that lets you look at your opponent's hand would be useful, perhaps you should try miniatures ...



WILLOW DECK BEATS BRAWN

WITH Brains, Beauty



One of the nice things about the *Buffy the Vampire Slayer* CCG is the variety of ways you can skin the proverbial cat. This **Willow**-based deck does it all on smarts and charm, plus a little weirdness. With 68 cards, the deck's big, but if you don't have any of the promo cards, it's a closer-to-ideal 63.

The challenges were chosen with Willow



and her smarts in mind. **Doug Perren**, **Jenny Calendar**, **Dr. Gregory**, and **Rupert Giles** add all

the extra brain-power you'll ever need. For charm, there's **Oz** (when he's with Willow) and the **Xander-Cordelia-Harmony** trio. Put that **Bracelet** promo on Cordy's wrist — as a gift from Xander — and those three generate a whopping 10 charm! Defensive cards like **Varsity Training** and **Mummy's Seal** keep your companions in play.

If your opponent is gearing up some major vampire action to take you down (he better, given how quickly you can rack up destiny points), the **Cross** promo ends any vampire attack before it gets started. **Hair Flip**, **Book Learning**, and **Creep Factor** change any fight from a contest of butt-kicking to one of charm, smarts, or weirdness, respectively.

If you need to muscle up, that's what you've got **Buffy** and **Kendra** for. And Oz is good for one night-time foray at Level 2 before he reverts to his humble slacker-in-a-band Level 1 self.

It's not all snarly teeth and pointy stakes in *Buffy* — brains and beauty have their place, too!



EGGHEADS RULE!

Willow Essence Card CHARACTERS

- 1x Willow Rosenberg (Level 1) (PP)
- 1x Willow Rosenberg (Level 2) (PP)
- 1x Willow Rosenberg (Level 3) (PP)
- 1x Amy Madison (PP)
- 1x Buffy Summers (Level 1) (PP)
- 1x Buffy Summers (Level 2) (PP)
- 1x Cordelia (PP)
- 1x Doug Perren (AC)
- 1x Dr. Gregory (PP)
- 1x Harmony (PP)
- 1x Jenny Calendar (PP)
- 1x Kendra (Level 1) (AC)
- 1x Lily (Class of '99

Preview 3) (PP)

- 1x Oz (Level 1) (AC)
- 1x Oz (Level 2) (AC)
- 1x Rupert Giles (Level 1) (PP)
- 1x Rupert Giles (Level 2) (PP)
- 1x Xander (PP)

ITEMS

- 1x Bat Sonar (PP)
- 1x Bracelet (Pr)
- 3x Cross (Pr)
- 2x Empty Puppet Case (PP)
- 1x Lucky 19 Baseball Jersey (PP)
- 1x Manacles (AC Prev)
- 1x May Queen Dress (PP)
- 1x Mummy's Seal (AC)
- 1x Tome of Moloch (PP)

SKILLS

- 1x Expert on Weird (PP)

- 1x Off-the-Charts Smart (PP)

- 1x Power of the Black Mass (PP)
- 2x Ritual of Restoration (AC)
- 2x Scully Me (PP)
- 3x Varsity Training (PP)
- 1x Watcher Training (PP)
- 1x Wisdom (AC)

ACTIONS

- 1x Angry Mob (AC)
- 1x Bad Alcohol (PP)
- 3x Book Learning (PP)
- 3x Creep Factor (PP)
- 1x Demon Theory (PP)
- 1x Dusted (Pr)
- 1x Gathering of Scoobies (AC)
- 3x Hair Flip (PP)
- 1x Inside Joke (PP)

- 1x Join the Pep Squad (PP)

- 2x Offer of Ugly Death (PP)

- 1x Shaky on the Dismount (PP)
- 1x Sunset (PP)
- 2x Thrown to the Hyenas (PP)
- 2x Total Lecture Overload (AC)

EVENTS

- 1x Sign of the Apocalypse (AC)
- 1x Something Weird (AC)

LOCATIONS

- 1x Army Base (AC)
- 1x Hospital (PP)
- 1x Public Restroom (PP)
- 1x Streets of Sunnydale (PP)

- 1x Sunnydale High School Auditorium (PP)

- 1x Sunnydale High School Library (PP)

- 1x Sunnydale High School Lobby (AC Prev)

- 1x Sunnydale School Hallways (PP)

CHALLENGES

- 1x Hyenas in the Principal's Office (PP)
- 1x Never Kill a Boy on the First Date (PP)
- 1x Nightmares of Mine (PP)
- 1x Oh, May Queen (PP)
- 1x The Talent Show Must Go On (PP)
- 1x When Good Mothers Go Bad (PP)
- 1x You Can Trust the Technopagan (PP)

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ANNIHILUS (R) #064, RANGE (2) 10 in., NO FACTION, POINTS: 83

Speed (cf) 8ru	8ru	7	7	5	4	4	4
Attack	10	10	9	8	7	6	5
Defense	15in	14in	13to	12to	11	11	10
Damage	2	2	2	1	1	1	1

ANNIHILUS (E) #065, RANGE (2) 10 in., MINIONS OF DOOM, POINTS: 103

Speed (cf) 8ru	8ru	7	7	6	5	4	4
Attack	11	10	9	8	7	6	5
Defense	15in	14in	13to	12to	12to	11	11
Damage	3	2	2	2	1	1	1

ANNIHILUS (V) #066, RANGE (3) 10 in., MINIONS OF DOOM, POINTS: 129

Speed (cf) 8ru	8ru	7	7	7	6	5	4
Attack	11	10	9	8	7	6	5
Defense	16in	15in	14in	13to	12to	12to	11
Damage	3	3	2	2	2	1	1

BLACK PANTHER (R) #085, AVENGERS, POINTS: 27

Speed	8st	7st	6st	6st	5		
Attack	8	7	6	6	6		
Defense	15	14	13	12	11		
Damage	1ow	1	1	1	1		

BLACK PANTHER (E) #086, NO FACTION, POINTS: 36

Speed	9st	8st	7st	6st	6st	5	
Attack	9bl	8bl	7bl	6	6	5	
Defense	16	15	14	13	12	11	
Damage	2ow	2	2	1	1	1	

BLACK PANTHER (V) #087, RANGE (1) 4 in., NO FACTION, POINTS: 46

Speed	9ic	9ic	8ic	8ic	7ic	6ic	
Attack	9bl	9bl	8bl	7	7	6	
Defense	16	15	14	13	12	11	
Damage	2ow	2ow	2	2	1	1	

BLADE (R) #025, NO FACTION, POINTS: 26

Speed	6st	6st	5	4	4		
Attack	8bl	7bl	6bl	5	5		
Defense	15to	14	13	12	11		
Damage	2bf	2bf	1bf	1bf	1bf		

BLADE (E) #026, NO FACTION, POINTS: 28

Speed	7st	6st	5	4	4		
Attack	8bl	8bl	7bl	6bl	5		
Defense	15to	14	13	12	11		
Damage	2bf	2bf	1bf	1bf	1bf		

BLADE (V) #027, NO FACTION, POINTS: 33

Speed	7st	6st	5st	5	5	4	
Attack	9bl	8bl	7bl	6bl	5	5	
Defense	15to	14to	13	12	11	11	
Damage	2bf	2bf	1bf	1bf	1bf	1bf	

BLIZZARD (R) #088, RANGE (1) 8 in., NO FACTION, POINTS: 35

Speed	8ru	6ru	5	4	4		
Attack	9pw	7	5	4	4		
Defense	15br	14br	13br	12	11		
Damage	1	1	1	1	1		

BLIZZARD (E) #089, RANGE (1) 8 in., SINISTER SYNDICATE, POINTS: 46

Speed	8ru	6ru	5	4	4		
Attack	10pw	8pw	6	5	5	4	
Defense	16br	15br	13br	12	11	11	
Damage	1	1	1	1	1	1	

BLIZZARD (V) #090, RANGE (1) 8 in., MASTERS OF EVIL, POINTS: 53

Speed	8ru	6ru	5	5	4	4	
Attack	11pw	9pw	7pw	6	6	5	
Defense	16br	15br	14br	13br	12eh	11eh	
Damage	1	1	1	1	1	1	

BOOMERANG (R) #040, RANGE (2) 8 in., NO FACTION, POINTS: 24

Speed	6	6	5	5	4		
Attack	7ic	6ic	5	4			
Defense	15	14	13	12			
Damage	1	1	1	1			

BOOMERANG (E) #041, RANGE (2) 8 in., SINISTER SYNDICATE, POINTS: 34

Speed	6	6	5	5	4		
Attack	8ep	7ep	5ic	4ic	4		
Defense	15	14	13	12	11		
Damage	1ra	1	1	1	1		

BOOMERANG (V) #042, RANGE (3) 8 in., MASTERS OF EVIL, POINTS: 44

Speed	6	6	5	5	4		
Attack	9ep	8ep	7ic	5ic	4ic		
Defense	15eh	14	13	12	11		
Damage	1ra	1ra	1	1	1		

BULLSEYE (R) #100, RANGE (2) 8 in., NO FACTION, POINTS: 26

Speed	6	6	5	5	4		
Attack	9	8	7	6	5		
Defense	15	14	13	12	11		
Damage	1ra	1ra	1ra	1	1		

BULLSEYE (E) #101, RANGE (2) 10 in., NO FACTION, POINTS: 31

Speed	6	6	5	5	4		
Attack	10	9	8	7	6		
Defense	15eh	15	14	13	11		
Damage	1ra	1ra	1ra	1ra	1		

BULLSEYE (V) #102, RANGE (2) 10 in., SINISTER SYNDICATE, POINTS: 43

Speed	6	6	5	5	4		
Attack	11	10	9	8	7	6	
Defense	16eh	15eh	14	13	12	11	
Damage	1ra	1ra	1ra	1ra	1	1	

CAPTAIN AMERICA (R) #067, RANGE (1) 6 in., AVENGERS, POINTS: 41

Speed	8	6	5	5	4	4	4
Attack	8	7	6	6	5	4	4
Defense	16eh	15eh	14	13	12	11	11
Damage	2le	2le	1le	1le	1le	1ow	1ow

CAPTAIN AMERICA (E) #068, RANGE (1) 6 in., AVENGERS, POINTS: 47

Speed	8st	7st	6st	6st	5st	5	4
Attack	9	8	7	6	6	5	5
Defense	16eh	15eh	14eh	14eh	13	12	12to
Damage	2le	2le	2le	1le	1le	1ow	1ow

CAPTAIN AMERICA (V) #069, AVENGERS, POINTS: 62

Speed	8ch	8	7	7	6	6	5	5
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Attack	10	9	8	7	6	5	5	4
Defense	17eh	16eh	15eh	14eh	13	12	12to	11to
Damage	2le	2le	2le	2le	1le	1ow	1ow	1ow

CAPTAIN AMERICA (U) #148, NO FACTION, POINTS: 35

Speed	8	6	5	5	4	4		
Attack	8	7	6	6	5	4	4	
Defense	16eh	15eh	14	13	12	11	11	
Damage	2le	2le	1le	1su	1su	1ow	1ow	

CONSTRUCTOR (R) #037, RANGE (1) 4 in., NO FACTION, POINTS: 38

Speed	6	6	5	4	4			
Attack	8ic	8ic	5ic	4ic	4ic			
Defense	15	14	13	12	11			
Damage	2	2	1	1	1			

CONSTRUCTOR (E) #038, RANGE (1) 4 in., MASTERS OF EVIL, POINTS: 46

Speed	6	6	5	4	4			
Attack	9ic	7ic	6ic	6ic	6ic			
Defense	15	14	13	12	11			
Damage	2	2	1	1	1			

CONSTRUCTOR (V) #039, RANGE (1) 4 in., SINISTER SYNDICATE, POINTS: 56

Speed	6	6	6	5	4	4		
Attack	10ic	9ic	8ic	7ic	6ic	4ic		
Defense	15	14	13	12	12	11		
Damage	2	2	2	1	1	1		

CONTROLLER (R) #115, NO FACTION, POINTS: 31

Speed	5mc	6mc	6	5	4	4		
Attack	8	9	10sr	9sr	8sr	7		
Defense	16	16	15to	14to	13	12		
Damage	1	2	3	2	1	1		

CONTROLLER (E) #116, NO FACTION, POINTS: 50

Speed	5mc	6mc	6mc	6	6	5	4	
Attack	9	10	11	12sr	11sr	10sr	9	
Defense	17	16	15to	14to	13	12re	11	
Damage	1	2	3	3	2	1	1	

CONTROLLER (V) #117, MASTERS OF EVIL, POINTS: 69

Speed	5mc	6mc	6mc	6	6	5	4	
Attack	9	10	12	12sr	11sr	10sr	9	
Defense	17	16	15to	14to	13to	12re	11	
Damage	1	2	2	3	3	2	1	

CYCLOPS (R) #082, RANGE (2) 10 in., X-MEN, POINTS: 55

Speed	6ru	6	5	4	4			
Attack	9	8	6	5	5			
Defense	15	14	13	12	11			
Damage	2ra	1ra	1ra	1ra	1ra			

CYCLOPS (E) #083, RANGE (2) 10 in., X-MEN, POINTS: 68

Speed	6ru	6	6	6	5	4		
Attack	10	9	8	7	6	5		
Defense	15eh	15	14	12	11	11		
Damage	2ra	2ra	1ra	1ra	1ra	1ra		

CYCLOPS (V) #084, RANGE (3) 10 in., X-MEN, POINTS: 78

Speed	6ru	6ru	6	6	5	4		
Attack	11	10	9	8	7	6		
Defense	15eh	15eh	14	12	11	11		
Damage	2ra	2ra	1ra	1ra	1ra	1ra		

CYCLOPS (U) #147, RANGE (2) 10 in., X-MEN, POINTS: 39

Speed	6	6	5	4	4			
Attack	9	8	6	5	4			
Defense	15	14	13	12	11			
Damage	1ra	1ra	1ra	1ra	1ra			

DAREDEVIL (R) #097, RANGE (1) 4 in., NO FACTION, POINTS: 30

Speed	6	6	6	5	5			
Attack	8	7	6	6	5	4		
Defense	15ss	14ss	14ss	13ss	13ss	11ss		
Damage	2	2	1	1	1	1		

DAREDEVIL (E) #098, RANGE (1) 4 in., NO FACTION, POINTS: 42

Speed	8	6	6	6	5	5		
Attack	9ic	8ic	6	6	5	4		
Defense	16ss	16ss	14ss	13ss	12ss	11ss		
Damage	2	2	1	1	1	1		

DAREDEVIL (V) #099, RANGE (1) 4 in., SPIDER-MAN, POINTS: 50

Speed	8	7	6	6	5	5		
Attack	9ic	8ic	7ic	6	5	4		
Defense	17ss	17ss	16ss	15ss	13ss	12ss		
Damage	2	2	2	1	1	1		

DR. STRANGE (R) #124, RANGE (1) 10 in., NO FACTION, POINTS: 64

Speed (cf) 6ph	6ph	5	5	5ph	4ph	4		
Attack	8ic	7ic	6ic	6ic	6pw	5	4ic	
Defense	15eh	14eh	13br	12br	11br	11	11	
Damage	2ra	2en	1en	1su	1su	1pc	1	

DR. STRANGE (E) #125, RANGE (1) 10 in., DEFENDERS, POINTS: 71

Speed (cf) 6ph	6ph
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HULK (R) #058, AVENGERS, POINTS: 103												
Speed	6	6	6lc	7lc	7lc	7lc	8lc	5				
Attack	7	8sr	10sr	10sr	11sr	11sr	12sr	11sr				
Defense	14	14to	15to	15to	17in	17in	17in	15to				
Damage	1	1	2	2	2bf	3bf	4bf	2bf				

HULK (E) #059, DEFENDERS, POINTS: 117												
Speed	6	6	6lc	7lc	7lc	8lc	8lc	8lc	6			
Attack	7	8sr	10sr	10sr	11sr	11sr	12sr	11sr				
Defense	14	14to	15to	15to	17in	17in	17in	15to				
Damage	1	2	2	2	3	3	4bf	4bf	3			

HULK (V) #060, NO FACTION, POINTS: 147												
Speed	6	6	6lc	7lc	7lc	8lc	8lc	8lc	9lc	6lc		
Attack	7	8	10sr	10sr	11sr	11sr	12sr	12sr	12sr	11sr		
Defense	14	15to	15to	15to	17in	17in	17in	17in	15to			
Damage	1	2	3	3	3	4bf	4bf	4bf	5bf	3		

HYDRA MEDIC (R) #010, RANGE (1) 4 IN., HYDRA, POINTS: 12												
Speed	6	5	4									
Attack	7	5	4									
Defense	14	12	11									
Damage	1su	1	1									

HYDRA MEDIC (E) #011, RANGE (1) 4 IN., HYDRA, POINTS: 15												
Speed	6	5	4									
Attack	7	5	4									
Defense	14	13	12	11								
Damage	1su	1su	1	1								

HYDRA MEDIC (V) #012, RANGE (1) 4 IN., HYDRA, POINTS: 16												
Speed	6	5	4									
Attack	7	5	4									
Defense	14	13	12	11								
Damage	1su	1su	1su	1								

HYDRA OPERATIVE (R) #007, RANGE (1) 6 IN., HYDRA, POINTS: 9												
Speed	6	5	4									
Attack	7	5	4									
Defense	14	12	11									
Damage	1	1	1									

HYDRA OPERATIVE (E) #008, RANGE (1) 6 IN., HYDRA, POINTS: 21												
Speed	6	5	4									
Attack	7	5	5	4								
Defense	14	13	11	11								
Damage	1	1	1	1								

HYDRA OPERATIVE (V) #009, RANGE (1) 6 IN., HYDRA, POINTS: 13												
Speed	6	5	4									
Attack	7	6	5	5								
Defense	14	13	12	11								
Damage	2	1	1	1								

JEAN GREY (R) #049, X-MEN, POINTS: 31												
Speed	6	6	5	4	4							
Attack	7tk	6tk	5tk	4tk	4							
Defense	16eh	14eh	13eh	12eh	11							
Damage	1	1	1	1	1							

JEAN GREY (E) #050, X-MEN, POINTS: 39												
Speed	6	6	5	4	4							
Attack	7tk	6tk	5tk	4tk	4							
Defense	16eh	15eh	13eh	12eh	11							
Damage	1	1	1	1	1							

JEAN GREY (V) #051, X-MEN, POINTS: 50												
Speed	6	6	5	4	4	4						
Attack	7tk	6tk	6tk	5tk	5tk	4						
Defense	16eh	15eh	13eh	12eh	12eh	11						
Damage	1su	1	1	1	1	1						

JUGGERNAUT (R) #079, THE BROTHERHOOD, POINTS: 97												
Speed	6	6	6	5	5	4	4	3				
Attack	11sr	10sr	9sr	8sr	7	7	6	5				
Defense	17in	16in	16in	15in	14in	16to	15to	14to				
Damage	3bf	3bf	3bf	2bf	2bf	2bf	2	2	1			

JUGGERNAUT (E) #080, THE BROTHERHOOD, POINTS: 125												
Speed	7	7	6	5	4	4	3	2				
Attack	12sr	11sr	10sr	9sr	8sr	7	7	6	6			
Defense	17in	17in	17in	16in	15in	14in	16to	15to	14to			
Damage	3bf	3bf	3bf	3bf	2bf	2bf	2bf	2	2	1		

JUGGERNAUT (V) #081, NO FACTION, POINTS: 146												
Speed	8	7	7	6	5	4	4	3	2			
Attack	13sr	12sr	11sr	10sr	9sr	8	7	7	6	6		
Defense	18in	17in	17in	16in	16in	15in	14in	16to	15to	14to		
Damage	4bf	3bf	3bf	3bf	2bf	2bf	2bf	2	2	1		

JUGGERNAUT (U) #146, NO FACTION, POINTS: 111												
Speed	6	6	5	5	4	4	3	2				
Attack	11sr	10sr	9sr	8sr	7sr	7	6	6	5			
Defense	17in	16in	16in	15in	14in	13in	12to	12to	11to			
Damage	3	3	3	2	2	2	2	2	2			

KANG (R) #130, RANGE (2) 10 IN., NO FACTION, POINTS: 133												
Speed	8	8	7	7	7	6	6	4				
Attack	12pw	11lc	10lc	10lc	10lc	10lc	10	5				
Defense	17in	17in	16eh	15eh	14eh	14eh	13eh	10eh				
Damage	1ra	1ra	1ra	1ra	1ra	1ra	1ra	1ra	1			

KANG (E) #131, RANGE (2) 10 IN., MASTERS OF EVIL, POINTS: 178												
Speed	8	8	8	7	7	6	6	4				
Attack	12pw	12lc	11lc	11lc	10lc	10lc	10lc	10	5			
Defense	18in	17in	16in	15eh	15eh	14eh	14eh	13eh	10eh			
Damage	1ra	1ra	1ra	1ra	1ra	1ra	1ra	1ra	1ra	1		

KANG (V) #132, RANGE (2) 10 IN., MASTERS OF EVIL, POINTS: 190												
Speed	10ph	10ph	10	8	8	7	6	4				
Attack	13pw	13lc	12lc	12lc	11lc	11lc	10lc	10	5			
Defense	18in	17in	16in	15eh	15eh	14eh	14eh	13eh	10eh			
Damage	2ra	1ra	1ra	1ra	1ra	1ra	1ra	1ra	1ra	1		

KINGPIN (R) #043, NO FACTION, POINTS: 24												
Speed	5	5	5	4	4	4						
Attack	7	6	6	5	4	4						
Defense	15to	14	13	12	11	10						
Damage	2le	2le	1le	1le	1	1						

KINGPIN (E) #044, NO FACTION, POINTS: 29												
Speed	5	5	5	5	4	4						
Attack	7	7	6	5	4	4						
Defense	15to	14to	13	12	11	11						
Damage	2le	2le	1le	1le	1le	1						

KINGPIN (V) #045, SINISTER SYNDICATE, POINTS: 43												
Speed	6	6	5	4	4	4	4					
Attack	8	7	7	6	5	4	4					
Defense	16to	14to	13	13	12	12	11					
Damage	2le	2le	2le	1le	1le	1le	1					

KLAW (R) #112, RANGE (1) 10 IN., NO FACTION, POINTS: 60												
Speed	8	6	6	5	5	4	4					
Attack	9lc	9lc	8lc	8lc	7lc	7	7					
Defense	16	15	15br	15br	15br	15br	13					
Damage	2ra	1ra	1ra	1ra	1	1	1					

KLAW (E) #113, RANGE (1) 10 IN., MINIONS OF DOOM, POINTS: 74												
Speed	8	6	6	5	5	4	4					
Attack	10lc	10lc	9lc	9lc	8lc	8lc	8	7				
Defense	16	16	16	16br	16br	15br	13					
Damage	2ra	1ra	1ra	1ra	1	1	1					

KLAW (V) #114, RANGE (1) 10 IN., MASTERS OF EVIL, POINTS: 90												
Speed	8	7	7	6	6	5	4	4				
Attack	11lc	11lc	10lc	10lc	9lc	8lc	8lc	8				
Defense	16	16	16	16	16br	16br	15br	13				
Damage	2ra	2ra	1ra	1ra	1ra	1	1	1				

PROFESSOR XAVIER (E) #077, RANGE (1) 8 in., X-MEN, POINTS: 67

Speed	5mc	5mc	4mc	4mc	3mc	2
Attack	10	9	8	7	6	6
Defense	16df	15	15	14	12	11
Damage	0le	0le	0le	0le	0le	0le

PROFESSOR XAVIER (V) #078, RANGE (1) 10 in., X-MEN, POINTS: 83

Speed	5mc	5mc	5mc	4mc	4mc	3	2
Attack	11	10	9	8	7ic	6ic	6
Defense	16df	16df	15	15	14	11	10
Damage	0le	0le	0le	0le	0le	0le	0le

PROFESSOR XAVIER (U) #145, RANGE (1) 8 in., X-MEN, POINTS: 92

Speed	6mc	6mc	6mc	5mc	5mc	5	6
Attack	11	10	9	8	7	6	6
Defense	16df	16df	15df	14	13	11	10
Damage	1le	1le	1le	1le	1le	1le	1le

PUPPET MASTER (R) #061, NO FACTION, POINTS: 25

Speed	6mc	5mc	4mc	4mc	4mc	4mc
Attack	6	5	4	4	4	4
Defense	14	14	13	12	12	12
Damage	1	0	0	0	0	0

PUPPET MASTER (E) #062, NO FACTION, POINTS: 35

Speed	6mc	5mc	4mc	4mc	4mc	4mc
Attack	7	6	5	4	4	4
Defense	15	14	13	12	11	11
Damage	1	0	0	0	0	0

PUPPET MASTER (V) #063, MINIONS OF DOOM, POINTS: 42

Speed	6mc	6mc	5mc	4mc	4mc	4mc
Attack	7	6	5	4	4	4
Defense	15	14	13	12	11	11
Damage	1	0	0	0	0	0

PYRO (R) #091, RANGE (1) 8 in., NO FACTION, POINTS: 27

Speed	8	6	5	4	4	4
Attack	7ep	6ep	5ep	4ep	4	4
Defense	16br	15br	13	12	11	11
Damage	1ra	1ra	1ra	1	1	1

PYRO (E) #092, RANGE (2) 8 in., THE BROTHERHOOD, POINTS: 35

Speed	8	6	5	4	4	4
Attack	8ep	7ep	6ep	5ep	4	4
Defense	17br	16br	14	12	11	11
Damage	1ra	1ra	1ra	1	1	1

PYRO (V) #093, RANGE (2) 8 in., THE BROTHERHOOD, POINTS: 42

Speed	8	7	6	5	4	4
Attack	9ep	8ep	7ep	6ep	5ep	4
Defense	17br	16br	14	12	11	10
Damage	1ra	1ra	1ra	1	1	1

QUASAR (U) #140, RANGE (2) 10 in., AVENGERS, POINTS: 122

Speed	(cf) 10	10	10	10	9	8	8
Attack	11tk	10tk	9tk	8tk	7	6ic	5ic
Defense	18br	18br	17br	17df	16df	15df	15df
Damage	1ra	1ra	1ra	1ra	1ra	1ra	1ra

QUICKSILVER (R) #106, THE BROTHERHOOD, POINTS: 18

Speed	12	11	10	9	8	8
Attack	8	7	6	4	4	4
Defense	16eh	15eh	14eh	13eh	12	12
Damage	2	1	1	1	1	1

QUICKSILVER (E) #107, AVENGERS, POINTS: 24

Speed	13fu	12fu	11	10	9	8
Attack	8	7	6	5	4	4
Defense	16eh	15eh	14eh	13eh	12	12
Damage	2	1	1	1	1	1

QUICKSILVER (V) #108, NO FACTION, POINTS: 28

Speed	14fu	13fu	12fu	11	10	10
Attack	9	8	8	7	6	5
Defense	16eh	15eh	14eh	13eh	12eh	12eh
Damage	2	2	1	1	1	1

ROGUE (R) #121, THE BROTHERHOOD, POINTS: 38

Speed	8	8	7	7	6	6	5
Attack	9	8sy	7sy	6sy	5sy	5sy	4
Defense	15to	14to	13to	12	12	11	11
Damage	2	2	2	2	2	1	1

ROGUE (E) #122, X-MEN, POINTS: 77

Speed	(cf) 10	10	10	8	8	6	6
Attack	9	8sy	7sy	6sy	5sy	5sy	4
Defense	15in	14to	13to	12to	12	11	10
Damage	3	2	2	2	2	2	1

ROGUE (V) #123, X-MEN, POINTS: 88

Speed	(cf) 10ch	10ch	10	9	8	7	6
Attack	10	9sy	8sy	7sy	6sy	5sy	4
Defense	15in	14to	13to	12to	12	11	10
Damage	3	3	3	2	2	2	1

SABERTOOTH (R) #055, NO FACTION, POINTS: 38

Speed	8st	6	6	5	4	4	4
Attack	9bl	8bl	7bl	6bl	6	5	5
Defense	15to	14to	13to	12to	11re	11re	11re
Damage	2	2bf	2bf	1bf	1bf	1	1

SABERTOOTH (E) #056, THE BROTHERHOOD, POINTS: 51

Speed	8st	6st	6st	5	4	4	4
Attack	10bl	9bl	8bl	7bl	6bl	6bl	6bl
Defense	15to	14to	13to	12to	11re	11re	11re
Damage	2	2	2	2bf	1bf	1bf	1

SABERTOOTH (V) #057, THE BROTHERHOOD, POINTS: 69

Speed	8ch	6ch	6	5	5	4	4	4
Attack	10bl	10bl	9bl	8bl	7bl	6bl	7	7
Defense	16to	15to	14to	13to	12re	11re	11re	11re
Damage	3	2bf	2bf	2bf	2bf	1bf	1bf	1

SCARLET WITCH (R) #103, RANGE (1) 4 in., THE BROTHERHOOD, POINTS: 29

Speed	6	5	5	4	4	4
Attack	7	6	5	4	4	4
Defense	15	14	13	12	11	11
Damage	1pc	1pc	1pc	1pc	1	1

SCARLET WITCH (E) #104, RANGE (1) 6 in., NO FACTION, POINTS: 36

Speed	6	5	5	4	4	4
Attack	7	6	5	4	4	4
Defense	15	14	13	12	12	12
Damage	1pc	1pc	1pc	1pc	1pc	1pc

SCARLET WITCH (V) #105, RANGE (1) 8 in., AVENGERS, POINTS: 40

Speed	6	6	5	4	4	4
Attack	8	7	6	5	4	4
Defense	16	15	14	14	13	13
Damage	1pc	1pc	1pc	1pc	1pc	1pc

SHIELD AGENT (R) #001, RANGE (1) 6 in., SHIELD, POINTS: 10

Speed	6	5	4	4	4	4
Attack	7	6	5	4	4	4
Defense	14	13	11	11	11	11
Damage	1	1	1	1	1	1

SHIELD AGENT (E) #002, RANGE (1) 6 in., SHIELD, POINTS: 12

Speed	6	5	4	4	4	4
Attack	7	6	5	4	4	4
Defense	14	13	12	11	11	11
Damage	1	1	1	1	1	1

SHIELD AGENT (V) #003, RANGE (1) 6 in., SHIELD, POINTS: 14

Speed	6	6	5	4	4	4
Attack	7	6	5	5	5	5
Defense	15	14	13	12	12	12
Damage	2	1	1	1	1	1

SHIELD MEDIC (R) #004, RANGE (1) 4 in., SHIELD, POINTS: 12

Speed	6	6	5	4	4	4
Attack	6	5	4	4	4	4
Defense	14	13	12	12	12	12
Damage	1su	1	1	1	1	1

SHIELD MEDIC (E) #005, RANGE (1) 4 in., SHIELD, POINTS: 15

Speed	6	6	5	4	4	4
Attack	6	5	4	4	4	4
Defense	14	14	13	12	12	12
Damage	1su	1su	1	1	1	1

SHIELD MEDIC (V) #006, RANGE (1) 4 in., SHIELD, POINTS: 16

Speed	6	6	5	4	4	4
Attack	6	5	5	4	4	4
Defense	14	13	12	12	12	12
Damage	1su	1su	1su	1	1	1

SKRULL AGENT (R) #019, RANGE (1) 6 in., SKRULLS, POINTS: 11

Speed	6	5	5	4	4	4
Attack	7	5	4	4	4	4
Defense	15	13	12	12	12	12
Damage	1	1	1	1	1	1

SKRULL AGENT (E) #020, RANGE (1) 6 in., SKRULLS, POINTS: 13

Speed	6	5	5	4	4	4
Attack	7	6	5	4	4	4
Defense	15	13	12	11	11	11
Damage	1	1	1	1	1	1

SKRULL AGENT (V) #021, RANGE (1) 6 in., SKRULLS, POINTS: 16

Speed	7	6	6	5	5	5
Attack	7	6	6	5	5	5
Defense	15	14	13	12	12	12
Damage	2	1	1	1	1	1

SKRULL WARRIOR (R) #022, RANGE (1) 8 in., SKRULLS, POINTS: 14

Speed	6	5	5	5	5	5
Attack	7	5	5	4	4	4
Defense	15	13	12	12	12	12
Damage	1	1	1	1	1	1

SKRULL WARRIOR (E) #023, RANGE (1) 8 in., SKRULLS, POINTS: 16

Speed	7	6	5	5	5	5
Attack	7	6	5	4	4	4
Defense	15	13	13	12	12	12
Damage	2	1	1	1	1	1

SKRULL WARRIOR (V) #024, RANGE (1) 8 in., SKRULLS, POINTS: 17

Speed	7	6	6	5	5	5
Attack	8	7	6	5	4	4
Defense	16	14	13	12	12	12
Damage	2	1	1	1	1	1

SPIDER-MAN (R) #070, RANGE (1) 4 in., NO FACTION, POINTS: 61

Speed	8ic	8ic	7ic	6ic	6ic	5ic	5
Attack	10ic	8ic	8ic	7ic	7ic	6	5
Defense	16	15	14	13	12	12	11
Damage	2	2	2	2	2	10w	10w

SPIDER-MAN (E) #071, RANGE (1) 4 in., NO FACTION, POINTS: 82

Speed	9ic	8ic	7ic	7ic	6ic	6ic	5fu
Attack	11ic	9ic	9ic	8ic	8ic	7ic	6
Defense	17	16	15	14	13	13	12
Damage	2	2	2	2	2	20w	10w

SPIDER-MAN (V) #072, RANGE (1) 4 in., SPIDER-MAN, POINTS: 110

Speed	10ic	9ic	8ic	8ic	7ic	6ic	6ic	5fu
Attack	12ic	11ic	10ic	9ic	8ic	8ic	7	8
Defense	18	17	16	15	14	13	12	11
Damage	2	2	2	2	2	2	10w	10w

SPIDER-MAN (U) #150, RANGE (1) 6 in., SPIDER-MAN, POINTS: 116

Speed	9ic	8ic	7ic	7ic	6ic	6ic	5fu
Attack	11ic	9ic	9ic	8ic	8ic	7ic	6
Defense	18df	16df	14	14	13	12	12
Damage	2	2	2	2	2	20w	10w

THANOS (U) #141, RANGE (2) 10 in., NO FACTION, POINTS: 185

Speed	(cf) 12	10	10	9	9	8	8	8	7	7
Attack	13	14	15	14	13	12	11	10	9	8
Defense	18in	17in	17in	17in	16in	15to	14to	13to	12to	11to
Damage	3	3bf	4bf	3	3	2	2	2	2	2

THUG (R) #013, NO FACTION, POINTS: 6

Speed	5	4	4	4	4	4
Attack	6	5	4	4	4	4
Defense	13	12	11	11	11	11
Damage	1	1	1	1	1	1



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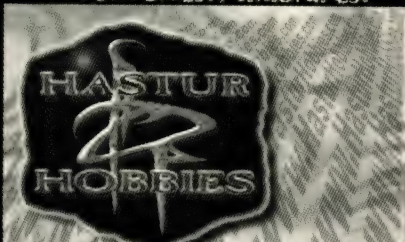
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Earth for its own good!"

Gort



An Introduction to the SCRYE Price Guide

Scrye is the most accurate and current source of game card prices. This price guide is designed to address the needs of both the novice and avid collector.

The prices in the guide have been obtained from regional retail outlets across the country to give you the most accurate picture of the current market trends, and to give you an idea of current national selling prices.

Only A Guide...

SCRYE listings are to be used only as a guide. Prices herein do not represent an offer to buy or sell by the staff, or any support retailer. The SCRYE Guide indicates what price stores around the country are selling collectible cards for, *not* what a reader could sell cards to a store for. Stores, in general, pay less than half the price of what they can sell a card for, and many do not buy in-print single cards at all.

The Numbers: What They Mean

The SCRYE price system is based on quartiles. There is **no HIGH** or **LOW** price in SCRYE. We give you three figures, not to confuse you but to allow you to note cards which have wide regional ranges and the cards that are firmly set in a certain range.

The **Upper and Lower Quartiles** give a good indication of the validity of the **Median** price. A large difference between the quartiles and the **Median** indicates that there is considerable variation in prices that we received. If the **Median** figure differs greatly from the **Upper and Lower Quartile** values, then the range of prices nationally was wide. If the **Upper and Lower Quartiles** are very close in price to the **Median**, then the range is very small.

What's A Quartile?

Between 1 and 100 there are 3 quartiles: 25%, 50%, and 75%. The prices in SCRYE show the **Upper Quartile** (75%) and the **Lower Quartile** (25%). The SCRYE prices, therefore, represent the 50% range of prices (from 25% to 75%). 25% of the prices were higher than the Upper price and 25% were lower than the Lower price. The Median is the true Median of all data collected.

The first column, labeled **UPPER**, is the upper quartile of the prices that we received. The second column, **MEDIAN**, is the median price of the card and the third column, **LOWER**, is the lower quartile of all the prices that we received. The Median is similar to the average but is a better representation of the value because it is less affected by large variations in prices than a simple average would be.

Why Aren't There Prices For Every Set?

SCRYE uses real data from retail stores. If enough stores don't report activity for a set, we can't generate reliable prices. In general, every broadly-traded set seeing monthly price changes appears in *Scrye*. For lists and prices for *all* sets (including those that never change) consult our *Scrye Collectible Card Game Checklist & Price Guide* book.

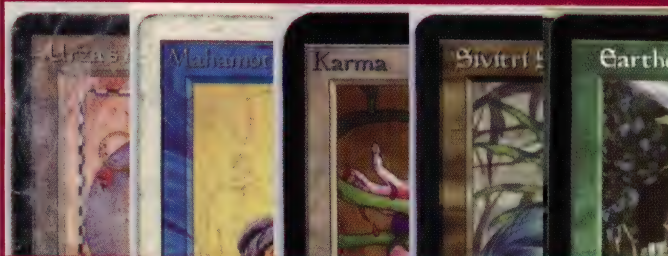
ARROWS: Arrows represent a change in Median price from the previous issue.

- ▲ = higher than the Median price in the previous issue
- ▼ = lower than the Median price in the previous issue

Buying Cards? When you buy cards from a mail-order company, always ask these questions before making a decision:

- What condition is the card in?
- How much is the shipping cost?
- Is the card in stock?
- How long will it take to receive it?
- What are my payment options?
- How long has this company been in business?

Poor Good Fine Near Mint Mint



Grading Guide

This simplified grading guide gives basic categories for the condition of game cards and applies to all of the collectible card games. SCRYE card prices are based on Near Mint or Mint condition cards.

However, with card sets that are highly collectible, such as *Magic: The Gathering* Alpha and Beta, Mint condition cards may command a premium price much higher than the Near Mint price, because perfect cards from those sets are extremely hard to find.

NOTE: Most tournament rules only allow playdecks to have cards all in the same condition, so that an obviously played card cannot be easily identified from the rest of the playdeck.

Mint: This is a card that is perfect in every way.

Near Mint: This (probably) unplayed card shows almost no wear. It may have a few minor scratches or

slight marks on the edges. Generally, collectors seek only Mint and Near Mint cards.

Fine: This card has obviously been played, but not heavily. It lacks marks that would make it easily identifiable. It has some minor scratches and/or less than perfect edges. It will show less than 1/16" depth of white along one or two edges of one face of the card. It may have a minor crease that is only visible close up.

Good: This card has a played look to it. It will have white showing on three or four edges on both faces. It may also have more than 1/16" depth of white showing on an edge on the back face of the card. It may also be a card that looks like a Near Mint card except for one distinguishing wear feature, such as a slight tear or easily identifiable crease. It may also have permanent black marks from dirt. It is only

acceptable for play if it cannot be easily distinguished from the other cards in the play deck.

Poor: Any card in less than Good condition.

Misprints & Errors: If a card is damaged in the factory by being irregularly cut or crimped, it often has no value. However, an irregularly printed card or a printing error which causes an oddity (such as a black card back or the wrong card back) may be sought-after by a collector who is focusing on oddities. If a card has a text/icon/art error that is later corrected, it may have a premium value.

Autographed Cards: So far, an autograph has not lowered a card's value; to some people, an autograph increases the card's value. A card autographed by the game's designer or the card artist is of more value to a collector. A card autographed and augmented by the game's designer is even better!

Alpha, Beta, Unlimited, Revised, etc.:

There are four printings of the most expensive *Magic: The Gathering* cards (The Black Lotus and the five Moxes): Alpha, Beta, Unlimited & Collector's Edition. Alpha was the first printing for M:TG (295 cards). Beta, the second printing, had 7 cards added which were not found in the Alpha Set: *CoP: Black, Volcanic Island, Swamp-Two Branch, Mountain-Green Branch, Plains-Pink Horizon, Island-Red, Forest-Eyes* (302 cards). These were the only black-bordered printings of The Gathering series. The Unlimited Edition of The Gathering was identical in size and content to Beta; however, the cards had white borders (302 cards). (e.g., A white-bordered Black Lotus is from the Unlimited series.) The Collector's Edition cards have gold borders on the card backs and square corners, but have black borders on the card faces. Because the Collector's Edition was not designed to play with, the Black Lotus and the Moxes in it are not in high demand.

Rarity:

C, U, and R denotes which press sheet the card is found on. There were two sheets (Uncommon and Common) in Arabian Nights, Antiquities, Legends, The Dark and Fallen Empires. Three Sheets were used in the first four printings of the main *Magic: The Gathering* series and Legends. Four Sheets were used in Ice Age and Fourth Edition, and there was an extra sheet for Land cards for Starter decks. A number denotes how many times the card appeared on the press sheet (e.g., a U1 = the card appeared once on the Uncommon sheet, U3 = the card appeared three times on the Uncommon sheet). Rarity is determined by the total number of cards printed. (e.g., A U1 card is more rare than a U2 or U3 card because there were fewer U1 cards printed). F denotes a card that's found in particular starter decks only. PC denotes a card that's in pre-constructed decks.

Magic: The Gathering

Card Color Key

A: Artifact
B: Black
L: Land
G: Green
O: Gold/Multi
R: Red
U: Blue
W: White

Lord of the Rings

Card Culture Key

Shadow Cultures
IS: Isengard
MO: Moria
RW: Ringwraith
SA: Sauron

Free Peoples Cultures

DW: Dwarf
EL: Elf
GA: Gandalf
GO: Gondor
SH: Shire

Mage Knight

Figure Rank Key

S: Standard
T: Tough
U: Unique

Magic: The Gathering Sets

Magic: The Gathering Basic Editions
Alpha: Black-bordered, larger rounded corners than all other printings. Illus. © (Name of artist)
Beta: Black-bordered. Illus. © (Name of artist)
Collector's Edition: Gold-bordered backs with square-cut corners. Illus. © (Name of artist)
Unlimited: Black-bordered. Illus. © (Name of artist)
Revised: White-bordered, early printings were pale/light. Illus. © (Name of artist)
Fourth Edition: White-bordered, ©1995 Wizards of the Coast, Inc.
Fifth Edition: White-bordered, ©1997 Wizards of the Coast, Inc.
Classic Edition: Also referred to as 6th Edition. White-bordered, ©1993-1999 Wizards of the Coast, Inc. Cards are numbered #/350
Seventh Edition: White-bordered, TM & ©1993-2001 Wizards of the Coast, Inc.
*Chronicles: White-bordered expansion card ©1995 Wizards of the Coast, Inc. Chronicles cards retain their original expansion symbol but have white borders.
*Note that basic edition (RV/4/5) cards have no expansion symbols. They are removed when the cards are included in the White-bordered set.

Expansion Symbols

(These are found on the right-hand side of Black-bordered cards, beneath the illustration.)

- Arabian Nights: Scimitar
- Antiquities: Anvil
- Legends: Greek Column Top
- The Dark: Crescent Moon
- Fallen Empires: Crown
- Ice Age: Snowflake
- Homelands: Circular World Symbol
- Alliances: Pennant
- Mirage: Palm Tree
- Visions: "V"
- Astral: Shooting Star

MicroProse Computer Game: Aswan Jaguar Gx9 promo.

- Portal: Circular Symbol
- Weatherlight: Open Book
- Tempest: Cloud with Lightning Bolt
- Stronghold: Door with Portcullis
- Exodus: Bridge
- Unglued: Broken Egg
- Urza's Saga: Gears
- Urza's Legacy: Hammer
- Classic Edition : Roman Numeral "6"
- Urza's Destiny: Flask
- Mercadian Masques: Mask
- Nemesis: Halberd
- Prophecy: Crystal
- Invasion: Coalition Symbol
- Planeshift: Gate Symbol
- Seventh Edition: "7" Symbol
- Apocalypse: Mask
- Odyssey: Mirari Orb
- Torment: Wurm

Symbol Color Key (Endors only): Gold-Rare, Silver-Uncommon, Black-Common



Alpha

290 Cards

Alpha Set	4,150.00	4,100.00	4,050.00
Alpha Starter Box	2,593.75	2,562.50	2,531.25
Alpha Booster Box	3,838.75	3,792.50	3,746.25
Alpha Starter Deck	278.50	275.00	275.00
Alpha Booster Pack	131.75	130.00	130.00

CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Air Elemental	U	U	2.80	2.10	1.90
Ancestral Recall	U	R200.00	199.50	189.75	
Animate Artifact	U	U	2.40	2.10	1.90
Animate Dead	B	U	2.70	2.30	2.00
Animate Wall	B	U	7.90	7.40	7.00
Ankh of Mishra	A	R	8.70	8.00	7.80
Armageddon	W	R	40.25	35.00	33.75
Aspect of Wolf	G	R	9.40	7.40	7.00
Bad Moon	B	R	29.00	26.25	25.00
Badlands	L	R	52.50	50.00	47.50
Balance	R	R	33.50	30.75	30.00
Basalt Monolith	A	U	3.00	2.90	2.30
Bayou	L	R	52.50	50.00	46.00
Benalish Hero	W	C	1.00	1.00	1.00
Berserk	G	U	42.00	38.75	30.50
Birds of Paradise	G	R100.00	89.75	78.75	
Black Knight	B	U	7.00	6.80	6.20
Black Lotus	A	R500.75	437.50	400.00	
Black Vise	A	U	6.40	5.00	4.80
Black Ward	W	U	2.40	2.10	1.90
Blaze of Glory	W	R	36.75	28.00	28.00
Blessing	W	R	11.25	9.00	8.00
Blue Elemental Blast	U	C	1.00	1.00	1.00
Blue Ward	W	U	2.30	2.00	1.60
Bog Wraith	B	U	2.40	2.10	1.90
Brangeyser	U	R	25.25	25.00	25.00
Burrowing	R	U	2.40	2.10	1.90
Camouflage	G	U	5.00	5.00	4.80
Castle	W	U	2.40	2.10	2.00
Celestial Prism	A	U	2.40	2.10	2.00
Channel	G	U	2.40	2.10	1.90
Chaos Orb	A	R	89.00	86.00	80.50
Chaoslace	R	R	6.00	5.00	4.80
Circle of Protection: Blue	W	C	1.00	1.00	1.00
Circle of Protection: Green	W	C	1.00	1.00	1.00
Circle of Protection: Red	W	C	1.00	1.00	1.00
Circle of Protection: White	W	C	1.00	1.00	1.00
Clockwork Beast	A	R	8.60	7.30	7.00
Clone	U	U	10.00	10.00	9.90
Cockatrice	G	R	15.00	13.75	12.00
Consecrate Land	W	U	11.25	6.80	4.80
Conservator	A	U	2.40	2.10	1.90
Contract from Below	B	R	11.50	7.60	7.10
Control Magic	U	U	4.50	3.70	2.30
Conversion	W	U	2.40	2.10	1.90
Copper Tablet	A	U	7.50	5.80	2.80
Copy Artifact	R	R	22.25	20.00	19.75
Counterspell	U	U	13.00	12.25	4.60
Craw Worm	G	C	1.00	1.00	1.00
Creature Bond	C	U	1.00	1.00	1.00
Crusade	W	R	29.00	26.50	25.00
Crystal Rod	A	U	2.40	2.10	1.90
Cursed Land	B	U	2.40	2.10	1.90
Cyclopean Tomb	A	R	52.50	50.00	50.00
Dark Ritual	B	C	3.80	2.40	1.30
Darkpact	B	R	6.20	5.50	5.00
Death Ward	W	C	1.00	1.00	1.00
Deathgrip	B	U	2.40	2.10	2.00
Deathlace	B	R	5.20	5.00	5.00
Demonic Attorney	B	R	8.60	6.90	6.00
Demonic Hordes	B	R	21.00	20.00	20.00
Demonic Tutor	B	R	18.75	17.00	5.60
Dingus Egg	A	R	10.50	10.00	9.90
Disenchant	W	C	4.00	3.90	3.20
Disintegrate	R	C	2.40	2.00	1.90
Disrupting Scepter	A	R	17.00	14.00	12.50
Dragon Whelp	R	U	3.90	3.60	3.10
Drain Life	B	C	2.00	2.00	1.90
Drain Power	U	R	10.50	10.00	9.90
Drudge Skeletons	B	C	1.00	1.00	1.00
Dwarven Demolition Team	R	U	4.90	4.20	2.60
Dwarven Warriors	R	C	1.00	1.00	1.00
Earth Elemental	R	C	2.40	2.10	1.90
Earthbind	R	C	1.00	1.00	1.00
Earthquake	R	R	17.25	15.00	14.75
Elvish Archers	G	R	15.50	14.00	12.50
Evil Presence	B	U	2.40	2.10	1.90
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Farmstead	W	R	8.20	7.30	7.00
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Feedback	U	U	2.40	2.10	1.90
Fire Elemental	R	U	2.40	2.10	1.90
Fireball	R	C	4.40	4.00	4.00
Firebreathing	R	C	1.00	1.00	1.00
Flashfires	U	U	2.70	2.30	2.00
Flight	U	C	1.00	1.00	1.00
Fog	G	C	1.00	1.00	1.00
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Forest (2 versions)	L	C	1.00	1.00	1.00
Fork	R	R	42.00	40.00	39.00
Frozen Shade	B	C	1.00	1.00	1.00
Fungusaur	G	R	13.25	8.70	8.10
Gaea's Liege	G	R	14.50	11.50	10.25
Gauntlet of Might	A	R115.50	110.00	110.00	
Giant Growth	G	C	1.80	1.00	1.00

Giant Spider	G	C	1.00	1.00	1.00
Glasses of Urza	A	U	2.40	2.10	1.90
Gloom	B	U	2.40	2.10	1.90
Goblin Balloon Brigade	R	U	2.40	2.10	1.90
Goblin King	R	R	15.50	11.50	10.25
Granite Gargoyle	R	R	15.25	14.25	12.50
Gray Ogre	R	C	1.00	1.00	1.00
Green Ward	W	U	2.40	2.10	1.90
Grizzly Bears	G	C	1.00	1.00	1.00
Guardian Angel	W	C	1.00	1.00	1.00
Healing Salve	W	C	1.00	1.00	1.00
Helm of Chatzruk	A	R	9.40	7.60	7.10
Hill Giant	C	U	1.00	1.00	1.00
Holy Armor	W	C	1.00	1.00	1.00
Holy Strength	W	C	1.00	1.00	1.00
Howl from Beyond	B	C	1.40	1.00	1.00
Howling Mine	A	R	26.25	25.00	23.00
Hurlion Minotaur	R	C	1.00	1.00	1.00
Hurricane	G	U	4.70	3.50	2.30
Hypnotic Specter	B	R	11.00	10.50	4.10
Ice Storm	G	U	17.00	11.50	4.30
Icy Manipulator	A	U	40.00	40.00	32.50
Illusionary Mask	A	R	41.50	39.75	39.25
Instill Energy	G	U	2.40	2.10	1.90
Invisibility	U	C	4.50	2.00	1.00
Iron Star	A	U	2.40	2.10	1.90
Ironclaw Orcs	R	C	1.00	1.00	1.00
Ironroot Treefolk	G	C	1.00	1.00	1.00
Island (2 versions)	L	C	1.00	1.00	1.00
Island Sanctuary	W	R	11.25	7.50	5.60
Ivory Cup	A	U	2.40	2.10	1.90
Jade Monolith	A	R	10.00	8.70	7.30
Jade Statue	A	U	14.25	9.80	7.80
Jayemdae Tome	A	R	18.50	12.75	10.75
Juggernaut	A	U	7.40	7.00	3.30
Jump	U	C	1.00	1.00	1.00
Karma	W	U	2.40	2.10	1.90
Keldon Warlord	R	U	3.00	2.90	2.30
Kormus Bell	A	R	10.00	9.00	6.50
Kudzu	G	R	8.80	6.50	5.20
Lance	W	U	2.40	2.10	1.90
Ley Druid	G	U	2.40	2.10	1.90
Library of Leng	U	A	2.60	2.10	1.90
Lich	B	R	46.75	43.75	40.75
Lifeforce	G	U	2.40	2.10	1.90
Lifeline	G	U	5.20	5.00	4.60
Lifetap	U	U	2.40	2.10	1.90
Lightning Bolt	G	R	7.90	7.50	2.70
Living Artifact	G	R	8.20	7.30	6.30
Living Lands	G	R	8.20	7.30	6.30
Living Wall	A	U	3.00	2.90	2.30
Living Water	C	C	3.50	1.70	1.10
Lord of Atlantis	U	R	17.00	13.25	10.75
Lord of the Pit	R	R	22.75	21.50	20.25
Lure	G	U	2.40	2.10	1.90
Magical Hack	U	R	10.25	7.80	6.40
Mahamoti Djinn	U	R	25.00	25.00	22.50
Mana Flare	R	R	19.25	16.00	14.25
Mana Short	U	R	11.25	10.00	9.90
Mana Vault	A	R	18.25	15.75	15.00
Manabarb	R	R	10.00	9.50	9.00
Meekstone	A	R	11.75	10.25	9.20
Merkfolk of the Pearl Tr	U	C	1.00	1.00	1.00
Mesa Pegasus	W	C	1.00	1.00	1.00
Mind Twist	B	R	16.25	14.75	10.25
Mons's Goblin Raiders	R	C	1.00	1.00	1.00
Mountain (2 versions)	L	C	1.00	1.00	1.00
Mox Emerald	A	R200.00	200.00	200.00	
Mox Jet	A	R202.00	200.00	200.00	
Mox Pearl	A	R200.00	200.00	200.00	
Mox Ruby	A	R205.75	200.00	200.00	
Mox Sapphire	A	R219.25	212.50	202.50	
Natural Selection	G	R	31.25	30.00	30.00
Nether Shadow	B	R	10.50	10.25	9.90
Nettling Imp	B	U	2.40	2.10	2.00
Nevinyrral's Disk	A	R	47.50	47.50	34.25
Nightmare	B	R	31.50	30.00	25.00
Northern Paladin	W	R	12.00	10.00	9.90
Obsidian Golem	A	U	2.40	2.10	1.90
Orchid Artillery	R	U	2.40	2.10	1.90
Orchid Oriflame	R	U	3.00	2.90	2.30
Paralyze	C	U	1.00	1.00	1.00
Pearled Unicorn	W	C	1.00	1.00	1.00
Personal Incarnation	W	R	12.00	12.00	11.25
Pestilence	B	C	1.00	1.00	1.00
Phantasmal Forces	U	U	2.40	2.10	1.90
Phantasmal Terrain	U	C	1.00	1.00	1.00
Phantom Monster	U	U	2.40	2.10	1.90
Pirate Ship	U	R	10.25	9.00	8.10
Plague Rats	B	C	1.00	1.00	1.00
Plains (2 versions)	L	C	1.00	1.00	1.00
Plateau	L	R	53.50	50.00	47.00
Power Leak	C	U	1.00	1.00	1.00
Power Sink	U	C	1.00	1.00	1.00
Power Surge	R	R	10.00	7.70	7.00
Prodigal Sorcerer	U	C	1.90	1.30	1.00
Psionic Blast	U	U	29.75	28.50	22.00
Psychic Venom	U	C	1.00	1.00	1.00
Purelace	W	R	6.00	5.00	5.00
Raging River	R	R	46.75	43.75	40.75
Raise Dead	B	C	1.00	1.00	1.00
Red Elemental Blast	R	C	1.00	1.00	1.00
Red Ward	W	U	2.30	2.00	1.60
Regeneration	G	C	1.00	1.00	1.00
Regrowth	G	U	10.75	10.50	10.00
Resurrection	W	U	2.40	2.10	2.00
Reverse Damage	W	R	12.25	9.50	9.00
Righteousness	W	R	10.75	9.50	9.00
Roc of Kher Ridges	R	R	12.25	10.00	9.90
Rock Hydra	R	R	18.25	12.75	8.90

Rod of Ruin	A	U	2.80	2.70	2.20
Royal Assassin	B	R	35.00	35.00	33.50
Sacrifice	R	U	2.20	2.10	1.90
Sarmithe Healer	W	C	1.00	1.00	1.00
Savannah	L	R	52.50	50.00	47.25
Savannah Lions	W	R	21.50	19.25	16.00
Scathe Zombies	B	C	1.00	1.00	1.00
Scavenging Ghoul	B	U	2.40	2.10	2.00
Scrubland	L	R	52.50	50.00	47.25
Sorby Sprites	G	C	1.00	1.00	1.00
Sea Serpent	U	C	1.00	1.00	1.00
Sedge Troll	R	R	12.50	10.50	8.50
Sengir Vampire	B	U	13.50	11.75	4.10
Serra Angel	W	U	24.50	21.25	6.60
Shandoin Dryads	G	C	1.00	1.00	1.00
Shatter	R	C	1.00	1.00	1.00
Shivan Dragon	R	R	53.50	50.00	45.00
Simulacrum	B	U	2.40	2.10	1.90
Sinkhole	B	C	15.00	12.25	7.00
Siren's Call	U	U	2.40	2.10	1.90
Sleight of Mind	U	R	8.20	7.30	7.00
Smoke	R	R	8.40	6.70	6.10

Magic: The Gathering



Iron Star	A	U	2.80	2.50	2.10
Ironclaw Orcs	R	C	1.50	1.00	1.00
Ironroot Treefolk	G	C	1.00	1.00	1.00
Island (3 versions)	L	C	1.00	1.00	1.00
Island Sanctuary	W	R	12.50	10.00	9.10
Ivory Cup	A	U	2.80	2.50	2.10
Jade Monolith	A	R	11.50	8.50	7.80
Jade Statue	A	U	15.00	12.50	11.25
Jayemdae Tome	A	R	21.50	17.00	15.50
Juggernaut	A	U	11.25	9.00	8.00
Jump	U	C	1.00	1.00	1.00
Karma	W	U	3.30	3.00	2.40
Keldon Warlord	U	C	3.60	3.00	2.90
Kormus Bell	A	R	9.30	8.00	6.70
Kudzu	G	R	8.20	6.80	5.00
Lance	W	U	3.00	2.50	2.20
Ley Druid	G	U	3.00	2.50	2.20
Library of Leng	A	U	3.00	3.00	2.40
Lich	B	R	41.50	38.00	35.75
Lifelorce	G	U	3.10	2.50	2.20
Lifelace	G	R	7.30	7.00	6.00
Lifetap	U	C	3.00	2.50	2.30
Lightning Bolt	R	C	11.00	10.00	4.50
Living Artifact	R	R	8.50	7.00	6.40
Living Lands	G	R	8.80	6.60	6.00
Living Wall	A	U	3.10	3.00	2.90
Llanowar Elves	G	C	7.60	6.00	1.50
Lord of Atlantis	U	R	10.00	9.50	8.20
Lord of the Pit	B	R	23.50	16.00	11.25
Lure	G	U	3.00	3.00	2.40
Magical Hack	U	R	9.30	6.80	6.00
Mahamoti Djinn	R	R	24.50	20.00	16.00
Mana Flare	R	R	21.75	14.00	9.30
Mana Short	R	U	13.50	8.30	7.00
Mana Vault	A	R	25.75	23.50	22.00
Manabarb	R	R	10.75	8.00	6.75
Meekstone	A	R	19.00	14.00	12.90
Merfolk of the Pearl Tr	U	C	1.00	1.00	1.00
Mesa Pegasus	W	C	1.00	1.00	1.00
Mind Twist	R	R	29.25	21.00	17.00
Mons's Goblin Raiders	R	C	1.00	1.00	1.00
Mountain (3 versions)	L	C	1.00	1.00	1.00
Mox Emerald	A	R	22.00	22.50	21.75
Mox Jet	A	R	22.00	22.50	21.75
Mox Pearl	A	R	22.00	22.50	21.75
Mox Ruby	A	R	23.50	22.50	21.75
Mox Sapphire	A	R	23.50	22.50	22.00
Natural Selection	G	R	30.00	30.00	29.00
Nether Shadow	R	R	13.50	12.00	11.75
Nettling Imp	B	U	3.10	3.00	2.40
Nevinyrral's Disk	A	R	58.25	55.00	46.25
Nightmare	B	R	32.75	29.50	17.50
Northern Paladin	W	R	13.50	10.00	7.50
Obsidian Golem	A	U	3.00	2.80	2.70
Orchid Artillery	R	U	3.00	2.60	2.30
Orchid Oriflame	R	U	3.00	2.60	2.30
Paralyze	B	C	1.00	1.00	1.00
Pearted Unicorn	W	C	1.00	1.00	1.00
Personal Incarnation	R	R	13.50	10.00	7.50
Pestilence	B	C	1.80	1.50	1.00
Phantasmal Forces	U	C	3.00	2.60	2.30
Phantasmal Terrain	U	C	1.00	1.00	1.00
Phantom Monster	U	C	3.00	2.50	2.20
Pirate Ship	U	R	9.80	8.00	6.90
Plague Rats	B	C	1.00	1.00	1.00
Plains (3 versions)	L	C	1.00	1.00	1.00
Plateau	L	R	69.25	68.25	56.25
Power Leak	C	U	1.00	1.00	1.00
Power Sink	U	C	2.60	1.50	1.00
Power Surge	R	U	10.50	8.00	7.90
Prodigious Sorcerer	U	C	2.70	2.00	1.50
Psionic Blast	U	U	30.75	30.00	30.00
Psychic Venom	U	C	1.00	1.00	1.00
Purelace	W	R	6.70	6.00	5.50
Raging River	R	R	43.50	40.00	39.00
Raise Dead	B	C	1.00	1.00	1.00
Red Elemental Blast	R	C	1.70	1.10	1.00
Red Ward	W	U	2.10	2.00	1.90
Regeneration	G	C	1.00	1.00	1.00
Regrowth	G	U	14.00	11.50	10.50
Resurrection	W	U	3.10	2.50	2.20
Reverse Damage	R	R	17.00	14.75	14.00
Righteousness	W	R	14.25	11.00	8.20

Roc of Kher Ridges	R	R	13.75	11.50	9.80
Rock Hydra	R	R	18.25	12.25	11.50
Rod of Ruin	A	U	3.10	2.80	2.70
Royal Assassin	B	R	33.50	28.00	25.25
Sacrifice	B	U	3.00	2.60	2.30
Samite Healer	W	C	1.00	1.00	1.00
Savannah	L	R	69.25	64.50	55.00
Savannah Lions	W	R	24.75	24.50	20.50
Scathe Zombies	B	C	1.00	1.00	1.00
Scavenging Ghoul	B	U	3.00	2.60	2.30
Scrubland	L	R	68.75	60.00	37.25
Scrib Sprites	G	C	1.00	1.00	1.00
Sea Serpent	C	U	1.00	1.00	0.70
Sedge Troll	R	R	8.00	8.00	7.80
Sengir Vampire	R	U	19.50	19.00	17.75
Serra Angel	W	U	39.25	37.50	33.50
Shandin Dryads	G	C	1.00	1.00	0.70
Shatter	R	C	1.00	1.00	1.00
Shivan Dragon	R	R	45.00	45.00	42.75
Simulacrum	B	U	3.00	2.60	2.30
Sinkhole	B	C	15.75	10.00	5.50
Siren's Call	U	U	3.00	2.60	2.30
Sleight of Mind	R	U	13.25	10.00	9.00
Smoke	R	R	7.70	6.40	6.00
Sol Ring	A	U	28.00	26.00	21.00
Soul Net	A	U	3.00	2.60	2.30
Spell Blast	U	C	1.90	1.50	1.00
Stasis	U	R	15.50	15.00	14.50
Steal Artifact	U	U	3.00	3.00	2.40
Stone Giant	R	U	3.00	2.60	2.30
Stone Rain	C	C	3.20	3.00	1.50
Stream of Life	G	C	1.50	1.00	1.00
Sunglasses of Urza	R	R	10.25	8.00	6.70
Swamp (3 versions)	L	C	1.00	1.00	1.00
Swords to Plowshares	W	U	20.00	20.00	17.00
Taiga	L	R	69.25	68.25	57.50
Terror	B	C	2.90	2.50	1.00
The Hive	A	R	9.30	8.00	6.90
Thicket Basilisk	G	U	3.10	3.00	2.90
Thoughtleader	U	R	6.70	5.50	5.20
Throne of Bone	A	U	3.00	2.60	2.30
Timber Wolves	G	R	9.30	7.80	6.00
Time Vault	A	R	71.75	65.00	61.50
Time Walk	U	R	23.50	20.00	19.00
Timetwister	U	R	19.75	19.50	17.50
Tranquility	G	C	1.00	1.00	1.00
Tropical Island	L	R	68.75	68.25	56.25
Tsunami	G	U	3.10	2.60	2.30
Tundra	L	R	70.00	68.25	57.50
Tunnel	R	U	3.00	2.80	2.70
Twiddle	U	C	1.00	1.00	0.70
Two-Headed Giant	R	R	51.25	42.50	40.75
Underground Sea	L	R	72.00	68.25	56.75
Unholy Strength	B	C	1.90	1.50	1.00
Unsummon	C	U	1.00	1.00	0.70
Utthend Troll	R	U	3.00	2.50	2.10
Verduran Enchantress	G	R	10.75	8.00	6.90
Vesuvan Doppelganger	U	U	30.25	29.50	27.00
Veteran Bodyguard	W	R	13.75	10.00	9.50
Volcanic Eruption	R	R	8.80	6.00	6.00
Volcanic Island	L	R	70.00	68.25	57.50
Wall of Air	U	U	3.00	2.60	2.30
Wall of Bone	B	U	3.00	2.60	2.30
Wall of Brambles	G	U	3.00	2.60	2.30
Wall of Fire	R	U	3.00	2.60	2.30
Wall of Ice	G	U	3.00	2.60	2.30
Wall of Stone	R	U	3.00	2.60	2.30
Wall of Swords	W	U	3.00	2.60	2.30
Wall of Water	U	U	3.00	2.50	2.10
Wall of Wood	G	C	1.00	1.00	0.70
Wanderlust	G	U	3.00	2.60	2.30
War Mammoth	B	R	8.00	7.50	6.80
Warp Artifact	U	U	3.00	2.60	2.30
Water Elemental	B	C	1.00	1.00	1.00
Weakness	G	R	7.70	7.00	6.30
Web	R	R	28.00	26.50	21.25
Wheel of Fortune	W	U	13.50	10.50	9.00
White Knight	W	U	2.10	2.00	1.90
White Ward	G	C	1.90	1.80	1.00
Wild Growth	B	R	17.50	16.00	14.50
Will-O'-The-Wisp	A	R	25.75	19.25	17.00
Winter Orb	A	U	3.00	2.60	2.30
Wooden Sphere	R	R	51.25	50.00	47.50
Word of Command	W	R	58.25	52.50	46.00
Wrath of God	B	R	13.25	12.25	11.75
Zombie Master	B	R	6.80	6.00	5.70
Total			6,183.65	5,556.75	4,948.00

Unlimited
292 Cards

Unlimited Set	2200.00	2200.00	2200.00
Unlimited Starter Box	1850.00	1850.00	1850.00
Unlimited Booster Box	2400.00	2400.00	2400.00
Unlimited Starter Deck	210.00	210.00	210.00
Unlimited Booster Pack	95.00	95.00	95.00

CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Air Elemental	U	U	1.30	1.00	1.00
Ancestral Recall	U	R	153.50	150.00	145.00
Animate Artifact	U	U	1.20	1.00	1.00
Animate Dead	B	U	1.10	1.00	1.00
Animate Wall	W	U	5.00	4.00	3.60
Ankh of Mishra	A	U	5.00	4.30	3.90
Armageddon	W	R	11.00	7.00	6.30
Aspect of Wolf	G	U	5.00	4.00	3.60
Bad Moon	B	R	6.80	6.00	5.70
Badlands	L	R	19.00	16.75	14.25

Balance	W	R	10.25	5.00	4.70
Basalt Monolith	A	U	1.10	1.00	1.00
Bayou	L	R	18.50	15.00	14.75
Benalish Hero	C	U	0.50	0.25	0.25
Berserk	G	U	25.75	21.00	12.00
Birds of Paradise	R	R	18.25	14.25	12.00
Black Knight	B	U	2.50	1.00	1.00
Black Lotus	A	R	307.50	300.00	251.25
Black Vise	A	U	1.30	1.00	1.00
Black Ward	W	U	1.10	1.00	1.00
Blaze of Glory	W	R	21.25	19.75	18.00
Blessing	R	U	5.00	4.00	3.80
Blue Elemental Blast	U	C	0.50	0.25	0.25
Blue Ward	W	U	1.10	1.00	1.00
Bog Wraith	B	U	1.10	1.00	1.00
Brainweaver	U	R	7.80	5.00	4.70
Burrowing	R	U	1.10	1.00	1.00
Camouflage	G	C	4.30	3.00	2.40
Castle	W	U	1.10	1.00	1.00
Celestial Prism	A	U	1.10	1.00	1.00
Channel	G	U	1.30	1.00	1.00
Chaos Orb	A	R	60.00	52.50	48.50
Chaoslace	R	R	5.00	4.00	3.60
Circle of Protection: Black	W	C	0.50	0.25	0.25
Circle of Protection: Blue	W	C	0.50	0.25	0.25
Circle of Protection: Green	W	C	0.50	0.25	0.25
Circle of Protection: Red	W	C	0.50	0.25	0.25
Circle of Protection: White	W	C	0.50	0.25	0.25
Clockwork Beast	A	R	5.00	3.80	3.00
Clone	U	C	6.30	5.00	4.00
Cockatrice	G	U	5.00	4.00	3.80
Consecrate Land	W	U	4.30	4.00	3.70
Conservator	A	U	1.10	1.00	1.00
Contract from Below	B	R	5.00	4.00	3.90
Control Magic	U	U	1.90	1.00	1.00
Conversion	W	U	1.10	1.00	1.00
Copper Tablet	A	U	1.30	1.00	1.00
Copy Artifact	U	R	5.60	5.00	5.00
Counterspell	U	U	4.60	1.50	1.00
Craw Worm	G	C	0.50	0.25	0.25
Creature Bound	U	C	0.50	0.25	0.25
Crusade	W	R	6.80	6.00	5.70

Sol Ring	A	U	4.30	1.90	1.00
Soul Net	A	U	1.10	1.00	1.00
Spell Blast	C	U	0.60	0.25	0.25
Stasis	U	R	5.70	5.00	4.70
Steal Artifact	U	U	1.10	1.00	1.00
Stone Giant	R	U	1.10	1.00	1.00
Stone Rain	C	U	0.60	0.25	0.25
Stream of Life	G	C	0.50	0.25	0.25
Sunglasses of Urza	A	R	5.00	5.00	4.70
Swamp (3 Versions)	L	C	0.30	0.25	0.20
Swords to Plowshares	W	U	3.30	1.50	1.40
Taiga	L	R	19.25	16.00	14.75
Terror	B	C	0.50	0.25	0.25
The Hive	A	R	5.00	5.00	4.70
Thicket Basilisk	G	U	1.30	1.00	1.00
Thoughtlace	U	R	5.00	4.50	3.70
Throne of Bone	A	U	1.10	1.00	1.00
Timber Wolves	G	R	5.00	4.50	3.80
Time Vault	A	R	55.00	55.00	53.75
Time Walk	U	U	184.50	170.25	155.00
Timetwister	U	U	137.50	130.00	113.75
Tranquility	C	U	0.50	0.25	0.25
Tropical Island	L	R	18.00	15.00	14.75
Tsunami	G	U	1.30	1.00	1.00
Tundra	L	R	19.00	16.00	14.75
Tunnel	R	U	1.10	1.00	1.00
Twiddle	C	U	0.50	0.25	0.25
Two-Headed Giant	R	R	31.25	15.00	13.50
Underground Sea	L	R	18.50	16.00	14.75
Unholy Strength	B	C	0.50	0.25	0.25
Unsummon	C	U	0.50	0.25	0.25
Uthden Troll	R	U	1.10	1.00	1.00
Verduran Enchantress	G	R	6.50	4.00	3.80
Vesuvan Doppelganger	U	R	15.25	8.00	7.00
Veteran Bodyguard	W	R	6.40	5.00	4.70
Volcanic Eruption	U	R	6.60	5.00	4.70
Volcanic Island	L	R	19.25	15.75	14.75
Wall of Air	U	U	1.30	1.00	1.00
Wall of Bone	B	U	1.10	1.00	1.00
Wall of Brambles	C	U	1.10	1.00	1.00
Wall of Fire	R	U	1.10	1.00	1.00
Wall of Ice	G	U	1.10	1.00	1.00
Wall of Stone	R	U	1.10	1.00	1.00
Wall of Swords	W	U	1.30	1.00	1.00
Wall of Water	U	U	1.10	1.00	1.00
Wall of Wood	C	U	0.50	0.25	0.25
Wanderlust	G	U	1.10	1.00	1.00
War Mammoth	B	C	0.50	0.25	0.25
Warp Artifact	B	R	5.30	5.00	4.60
Water Elemental	U	U	1.10	1.00	1.00
Weakness	B	C	0.50	0.25	0.25
Web	G	R	5.30	4.40	3.80
Wheel of Fortune	R	R	8.30	6.00	5.70
White Knight	W	U	2.10	1.00	1.00
White Ward	W	U	1.10	1.00	1.00
Wild Growth	G	C	0.50	0.25	0.25
Will-O'-The-Wisp	B	R	6.30	5.00	5.00
Winter Orb	A	R	6.80	6.00	5.70
Wooden Sphere	A	U	1.10	1.00	1.00
Word of Command	B	R	43.50	33.50	17.25
Wrath of God	W	R	12.00	7.50	6.10
Zombie Master	B	R	6.80	5.00	4.70
Total			3173.45	2753.45	2492.25



Revised
296 Cards

Revised Set	243.75	237.50	231.25
Revised Starter Box	271.75	264.50	257.25
Revised Booster Box	293.75	287.50	281.25
Revised Starter Deck	32.50	30.00	27.50
Revised Booster Pack	11.00	10.00	10.00

CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Air Elemental	U	U	1.00	1.00	0.80
Aladdin's Lamp	A	R	4.00	3.00	2.80
Aladdin's Ring	A	R	3.50	2.80	2.30
Animate Artifact	U	U	1.00	1.00	0.70
Animate Dead	B	U	1.00	1.00	0.80
Animate Wall	W	R	4.00	3.00	3.00
Ankh of Mishra	A	R	5.00	4.00	3.30
Armageddon	W	R	7.00	5.80	5.30
Armageddon Clock	A	R	4.50	3.00	3.00
Aspect of Wolf	G	R	5.00	3.50	3.00
Atog	R	C	0.25	0.25	0.25
Bad Moon	B	R	6.00	6.00	5.30
Badlands	L	R	15.00	14.00	13.00
Balance	W	R	5.80	5.00	3.80
Basalt Monolith	A	U	1.00	1.00	0.80
Bayou	L	R	14.50	14.00	13.25
Benalish Hero	C	U	0.25	0.25	0.20
Birds of Paradise	G	R	14.25	12.00	10.50
Black Knight	B	U	1.80	1.30	1.00
Black Vise	A	U	1.30	1.00	1.00
Black Ward	W	U	1.00	0.50	0.50
Blessing	W	R	5.00	3.80	3.00
Blue Elemental Blast	C	U	0.25	0.25	0.20
Blue Ward	U	U	1.00	0.50	0.50
Bog Wraith	B	U	1.00	1.00	0.70
Bottle of Suleiman	A	R	4.50	3.00	3.00
Braingeyser	U	R	5.20	4.90	4.40
Brass Man	A	U	1.00	1.00	0.70
Burrowing	R	U	1.00	1.00	0.70
Castle	W	U	1.00	1.00	0.70
Celestial Prism	A	U	1.00	1.00	0.70
Channel	G	U	2.00	1.00	1.00
Chaoscape	R	R	3.00	3.00	3.00
Circle of Protection: Black	W	C	0.25	0.25	0.20

Circle of Protection: Blue	W	C	0.25	0.25	0.20
Circle of Protection: Green	W	C	0.25	0.25	0.20
Circle of Protection: Red	W	C	0.25	0.25	0.20
Circle of Protection: White	W	C	0.25	0.25	0.20
Clockwork Beast	A	R	3.50	3.00	3.00
Clone	U	U	3.80	3.00	1.00
Cockatrice	G	R	5.00	3.50	3.00
Conservator	A	U	1.00	1.00	0.70
Contract from Below	B	R	4.50	3.80	3.00
Control Magic	U	U	1.00	1.00	1.00
Conversion	W	U	1.00	1.00	0.70
Copy Artifact	U	R	6.00	5.50	5.00
Counterspell	U	U	1.50	1.00	1.00
Craw Wurm	G	C	0.25	0.25	0.20
Creature Bond	U	C	0.25	0.25	0.20
Crumble	G	U	1.00	1.00	0.70
Crusade	W	R	6.00	5.30	4.90
Crystal Rod	A	U	1.00	1.00	0.70
Cursed Land	B	U	1.00	1.00	0.70
Dancing Scimitar	A	R	5.00	3.50	3.20
Dark Ritual	B	C	0.25	0.25	0.25
Darkpact	B	R	4.00	3.30	3.00
Death Ward	W	C	0.25	0.25	0.20
Deathgrip	B	U	1.00	1.00	0.70
Deathlace	R	R	3.80	3.00	3.00
Demonic Attorney	B	R	4.00	3.00	3.00
Demonic Hordes	B	R	6.00	4.50	4.00
Demonic Tutor	G	U	4.50	3.00	1.50
Desert Twister	G	U	1.00	1.00	0.70
Dingus Egg	A	R	4.00	4.00	3.20
Disenchant	W	C	0.25	0.25	0.25
Disintegrate	R	C	0.25	0.25	0.25
Disrupting Scepter	A	R	5.00	4.00	3.40
Dragon Engine	A	R	4.00	4.00	3.00
Dragon Whelp	R	U	1.00	1.00	1.00
Drain Life	C	R	0.25	0.25	0.20
Drain Power	U	R	5.00	4.00	3.50
Drudge Skeletons	B	C	0.25	0.25	0.20
Dwarven Warriors	R	C	0.25	0.25	0.20
Dwarven Weaponsmith	R	U	1.00	1.00	1.00
Earth Elemental	U	U	1.00	1.00	0.70
Earthbind	R	C	0.25	0.25	0.25
Earthquake	R	R	5.00	5.00	3.80
Ebony Horse	A	R	4.50	3.00	3.00
El-Hajjaj	B	R	5.00	3.00	3.00
Elvish Archers	G	R	5.00	4.80	3.50
Energy Flux	U	U	1.00	1.00	0.70
Erg Raiders	C	R	0.25	0.25	0.20
Evil Presence	B	U	1.00	1.00	0.70
Eye for an Eye	W	R	5.00	4.00	3.50
Farmland	W	R	5.00	5.00	3.50
Fastbond	G	R	5.00	4.30	3.00
Fear	C	R	0.25	0.25	0.20
Feedback	U	U	1.00	1.00	0.70
Fire Elemental	R	U	1.00	1.00	0.70
Fireball	C	R	0.40	0.25	0.25
Firebreathing	C	R	0.25	0.25	0.20
Flashfires	R	U	1.00	1.00	0.80
Flight	C	R	0.25	0.25	0.20
Flying Carpet	A	R	4.00	3.00	3.00
Fog	G	C	0.25	0.25	0.20
Force of Nature	G	R	5.50	5.00	4.30
Forest (3 Versions)	L	C	0.20	0.10	0.10
Fork	R	R	13.50	10.50	7.50
Frozen Shade	B	C	0.25	0.25	0.20
Fungusaur	G	R	4.00	3.00	3.00
Gaea's Liege	G	R	5.00	3.00	3.00
Giant Growth	G	C	0.25	0.25	0.25
Giant Spider	G	C	0.25	0.25	0.20
Glasses of Urza	A	U	1.00	1.00	0.70
Gloom	B	U	1.00	1.00	0.70
Goblin Balloon Brigade	R	U	1.00	1.00	0.70
Goblin King	R	R	5.00	5.00	4.50
Granite Gargoyle	R	R	6.00	4.30	3.00
Gray Ogre	R	C	0.25	0.25	0.20
Green Ward	W	U	1.00	1.00	0.70
Grizzly Bears	G	C	0.25	0.25	0.20
Guardian Angel	W	C	0.25	0.25	0.25
Healing Salve	W	C	0.25	0.25	0.20
Helm of Chatzruk	A	R	4.00	4.00	3.30
Hill Giant	R	C	0.25	0.25	0.20
Holy Armor	W	C	0.25	0.25	0.20
Holy Strength	W	C	0.25	0.25	0.20
Howl from Beyond	B	C	0.25	0.25	0.20
Howling Mine	A	R	7.00	5.80	5.30
Hurky's Recall	U	R	4.00	3.00	2.50
Hurlion Minotaur	R	C	0.25	0.25	0.20
Hurricane	G	U	1.00	1.00	0.70
Hypnotic Specter	U	R	2.60	2.00	1.50
Instill Energy	G	U	1.00	1.00	0.70
Iron Star	A	U	1.00	1.00	0.70
Ironroot Treefolk	G	C	0.25	0.25	0.20
Island (3 Versions)	L	C	0.25	0.15	0.10
Island Fish Jasconius	R	R	3.80	3.50	3.00
Island Sanctuary	W	R	4.40	4.00	2.50
Ivory Cup	A	U	1.00	1.00	0.70
Ivory Tower	A	R	5.00	5.00	5.00
Jade Monolith	A	R	4.50	4.00	3.20
Jandor's Ring	A	R	4.50	3.30	3.00
Jandor's Saddlebags	A	R	3.50	3.00	3.00
Jayemdae Tome	A	R	4.50	3.50	3.00
Juggernaut	A	U	4.00	2.50	1.00
Jump	U	C	0.25	0.25	0.20
Karma	W	U	1.00	1.00	0.80
Keldon Warlord	R	U	1.00	1.00	0.90
Kird Ape	R	C	0.80	0.50	0.25
Kormus Bell	A	R	4.50	3.50	3.00
Kudzu	G	R	4.00	3.50	3.00
Lance	W	U	1.00	1.00	0.80
Ley Druid	G	U	1.00	1.00	0.70

Library of Leng	A	U	1.00	1.00	0.70
Lifelace	G	U	1.00	1.00	0.70
Lifelace	R	3.00	3.00	3.00	
Lifetap	U	U	1.00	1.00	0.70
Lightning Bolt	R	C	1.00	1.00	0.25
Living Artifact	R	R	4.00	3.30	3.00
Living Lands	G	R	4.00	3.30	3.00
Living Wall	A	U	1.00	1.00	0.80
Llanowar Elves	G	C	0.25	0.25	0.20
Lord of Atlantis	U	R	5.00	4.30	3.50
Lord of the Pit	B	R	5.50	5.00	4.40
Lure	G	U	1.00	1.00	0.70
Magical Hack	R	R	4.00	3.80	3.00
Magnetic Mountain	R	R	4.00	4.00	3.20
Mahamoti Djinn	U	R	6.00	6.00	6.00
Mana Flare	R	R	5.00	4.50	3.50
Mana Short	U	R	5.00	5.00	3.80
Mana Vault	A	R	5.00	5.00	4.30
Manabarb	R	R	4.00	4.00	3.50
Meekstone	A	R	5.10	5.00	4.00
Merfolk of the Pearl Trident	U	C	0.25	0.25	0.20
Mesa Pegasus	W	C	0.25	0.25	0.20
Missa Djinn	R	R	5.00	5.00	4.00
Millstone	A	R	6.00	5.80	5.00
Mind Twist	B	R	5.30	5.00	3.50
Mishra's War Machine	A	R	5.00	4.00	3.00
Monk's Goblin Raiders	R	C	0.25	0.25	0.20
Mountain (3 Versions)	L	C	0.20	0.10	0.10
Nether Shadow	B	R	5.00	3.50	3.00
Netting Imp	B	R	1.00	1.00	1.00
Nevinyrral's Disk	A	R	6.70	6.00	5.50
Nightmare	B	R	6.50	6.00	5.00
Northern Paladin	W	R	4.50	4.00	3.50
Obsidian Golem	A	U	1.00	1.00	1.00
Onulet	A	R	3.50	3.00	3.00
Orchid Artillery	R	U	1.00	1.00	0.70
Orchid Drifflame	R	U	1.00	1.00	0.80
Ornithopter	A	U	1.00	1.00	0.70
Paralyze	B	C	0.25	0.25	0.20
Pearled Unicorn	W	C	0.25	0.25	0.20
Personal Incarnation	W	R	4.00	4.00	3.50
Pestilence	B	C	0.25	0.25	0.20
Phantasmal Forces	U	U	1.00	1.00	0.70
Phantasmal Terrain	C	U	0.25	0.25	0.20
Phantom Monster	U	U	1.00	1.00	0.70
Pirate Ship	U	R	4.00	3.00	3.00
Plague Rats	B	C	0.25	0.25	0.20
Plains (3 Versions)	L	C	0.20	0.10	0.10
Plateau	L	R	15.00	15.00	13.25
Power Leak	C	U	0.25	0.25	0.20
Power Sink	U	C	0.25	0.25	0.20
Power Surge	R	R	3.80	3.00	2.00
Primal Clay	A	R	4.00	3.00	3.00
Prodigal Sorcerer	U	C	0.25	0.25	0.20
Psychic Venom	U	C	0.25	0.25	0.20
Purelaze	W	R	3.00	3.00	2.30
Raise Dead	B	C	0.25	0.25	0.20
Reconstruction	C	U	0.40	0.25	0.20
Red Elemental Blast	R	C	0.25	0.25	0.20
Red Ward	W	U	1.00	0.50	0.50
Regeneration	G	C	0.25	0.25	0.20
Regrowth	U	C	2.20	1.00	1.00
Resurrection	W	U	1.00	1.00	1.00
Reverse Damage	W	R	5.00	4.50	3.30
Reverse Polarity	W	U	1.00	1.00	0.80
Righteousness	R	R	4.30	3.50	3.00
Roc of Kher Ridges	R	R	5.50	4.50	3.30
Rock Hydra	R	R	6.50	4.50	3.30
Rocket Launcher	A	R	4.50	3.50	3.00
Rod of Ruin	A	U	1.00	1.00	0.70
Royal Assassin	B	R	9.50	7.00	5.00
Sacrifice	B	U	1.00	1.00	0.80
Samite Healer	W	C	0.25	0.25	0.20
Savannah	L	R	15.00	14.00	13.50
Savannah Lions	W	R	5.50	5.00	3.80
Scathe Zombies	B	C	0.25	0.25	0.20
Scavenging Ghoul	B	U	1.00	1.00	1.00
Scrubland	L	R	15.00	15.00	13.25
Scrib Sprites	G	C	0.25	0.25	0.20
Sea Serpent	U	C	0.25	0.25	0.20
Sedge Troll	R	R	5.50	4.50	3.50
Sengir Vampire	B	U	3.00	3.00	2.00
Serendib Efreet	U	R	6.50	5.00	5.00
Serra Angel	W	U	5.50	4.00	2.30
Shanodin Dryads	G	C	0.25	0.25	0.20
Shatter	R	C	0.25	0.25	0.20
Shatterstorm	R	C	0.25	0.25	0.20
Shivan Dragon	R	R	11.75	9.00	6.00
Simulacrum	B	U	1.00	1.00	0.70
Siren's Call	U	U	1.00	1.00	0.70
Sleight of Mind	U	R	4.40	4.00	3.50
Smoke	R	R	4.00	3.50	3.00
Sol Ring	A	U	4.00	3.00	1.50
Sorceress Queen	B	R	5.00	4.00	3.00
Soul Net	A	U	1.00	1.00	0.70
Spell Blast	U	C	0.25	0.25	0.20
Stasis	U	R	5.10	5.00	3.80
Steal Artifact	U	U	1.00	1.00	0.70
Stone Giant	R	U	1.00	1.00	0.70
Stone Rain	R	C	0.25	0.25	0.20
Stream of Life	G	C	0.25	0.25	0.20
Sunglasses of Urza	A	R	4.50	4.00	3.30
Swamp (3 Versions)	L	C	0.20	0.10	0.10
Swords to Plowshares	W	U	2.00	1.50	1.20
Taiga	L	R	15.00	15.00	13.50
Terror	B	C	0.25	0.25	0.20
The Hive	A	R	5.00	4.00	3.50
The Rack	A	U	1.00	1.00	1.00
Thicket Basilisk	G	U	1.00	1.00	0.80
Thoughtlace	U	R	3.40	3.00	3.00

Magic: The Gathering



• Add one colorless mana to your mana pool.
• Add ♦ or ♠ to your mana pool.
Adarkar Wastes deals 1 damage to you.

Circle of Protection: Blue	W	C	0.25	0.20	0.10
Circle of Protection: Green	W	C	0.25	0.20	0.10
Circle of Protection: Red	W	C	0.25	0.20	0.10
Circle of Protection: White	W	C	0.25	0.20	0.10
Clay Statue	A	C	0.25	0.20	0.10
Clockwork Avian	A	R	3.00	3.00	2.00
Clockwork Beast	A	R	3.00	3.00	3.00
Cockatrice	G	R	4.00	4.00	3.00
Colossus of Sardia	A	R	4.00	3.50	3.00
Conservator	A	U	1.00	0.80	0.50
Control Magic	U	U	1.00	1.00	0.50
Conversion	W	U	1.00	0.80	0.50
Coral Helm	R	R	3.00	2.00	1.00
Cosmic Horror	B	R	4.00	3.50	3.00
Counterspell	U	U	1.00	1.00	1.00
Craw Worm	G	C	0.25	0.20	0.15
Creature Bond	C	C	0.25	0.20	0.10
Crimson Manticores	R	R	3.00	3.00	1.00
Crumble	G	U	1.00	0.80	0.50
Crusade	W	R	5.00	5.00	5.00
Crystal Rod	A	U	1.00	0.80	0.50
Cursed Land	B	U	1.00	0.80	0.50
Cursed Rack	A	U	1.00	1.00	1.00
Cyclopean Mummy	B	C	0.25	0.20	0.10
Dancing Scimitar	A	R	3.00	2.00	1.00
Dark Ritual	C	C	0.25	0.25	0.10
Death Ward	W	C	0.25	0.20	0.10
Deathgrip	B	U	1.00	0.80	0.50
Deathlace	B	R	3.00	1.50	1.00
Desert Twister	G	U	1.00	0.80	0.50
Detonate	R	U	1.00	0.90	0.50
Diabolic Machine	A	U	1.00	0.80	0.50
Dingus Egg	A	R	3.00	3.00	3.00
Disenchant	W	C	0.25	0.25	0.15
Disintegrate	C	C	0.25	0.25	0.15
Disrupting Scepter	A	R	2.60	2.00	2.00
Divine Transformation	W	U	1.00	1.00	1.00
Dragon Engine	A	R	3.00	1.50	1.00
Dragon Whelp	R	U	1.00	1.00	0.50
Drain Life	B	C	0.25	0.20	0.15
Drain Power	U	R	4.00	3.50	3.00
Drudge Skeletons	B	C	0.25	0.20	0.10
Durkwood Boars	G	C	0.25	0.20	0.10
Dwarven Warriors	R	C	0.25	0.20	0.10
Earth Elemental	U	U	1.00	0.80	0.50
Earthquake	R	R	5.00	4.00	3.50
Ebony Horse	A	R	3.00	2.00	1.00
Elder Land Wurm	W	R	4.00	3.50	3.00
El-Hajjaj	B	R	4.00	3.50	3.00
Elven Riders	G	U	1.00	1.00	0.50
Elvish Archers	G	R	4.00	3.00	3.00
Energy Flux	U	U	1.00	0.80	0.50
Energy Tap	C	C	0.25	0.20	0.10
Erg Raiders	B	C	0.25	0.20	0.10
Erosion	C	C	0.25	0.20	0.10
Eternal Warrior	R	C	0.25	0.20	0.10
Evil Presence	B	U	1.00	0.80	0.50
Eye for an Eye	W	R	3.00	3.00	3.00
Fear	B	C	0.25	0.20	0.10
Feedback	U	U	1.00	0.80	0.50
Fellwar Stone	A	U	1.00	1.00	1.00
Fire Elemental	R	U	1.00	0.80	0.50
Fireball	R	C	0.25	0.25	0.15
Firebreathing	R	C	0.25	0.20	0.10
Fissure	R	C	0.25	0.20	0.10
Flashfires	R	U	1.00	1.00	0.50
Flight	U	C	0.25	0.20	0.10
Flood	U	C	0.25	0.20	0.10
Flying Carpet	A	R	3.00	2.00	1.00
Fog	G	C	0.25	0.20	0.10
Force of Nature	G	R	6.30	4.50	3.00
Forest (3 versions)	L	C	0.25	0.15	0.10
Fortified Area	W	C	0.25	0.15	0.10
Frozen Shade	B	C	0.25	0.20	0.10
Fungusaur	R	R	3.00	3.00	3.00
Gaea's Liege	G	R	5.00	4.00	3.00
Gaseous Form	C	C	0.25	0.20	0.10
Ghost Ship	U	U	1.00	0.80	0.50
Giant Growth	G	C	0.25	0.25	0.10
Giant Spider	G	C	0.25	0.20	0.15
Giant Strength	R	C	0.25	0.20	0.10
Giant Tortoise	U	C	0.25	0.20	0.10
Glasses of Urza	A	U	1.00	0.80	0.50

Gloom	B	U	1.00	0.80	0.50
Goblin Balloon Brigade	R	U	1.00	0.80	0.50
Goblin King	R	R	5.00	5.00	4.00
Goblin Rock Sled	R	C	0.25	0.20	0.10
Grapeshot Catapult	A	C	0.25	0.20	0.10
Gray Ogre	R	C	0.25	0.20	0.10
Greed	B	R	3.00	2.50	2.00
Green Mana Battery	A	R	3.00	3.00	3.00
Green Ward	W	U	1.00	0.80	0.50
Grizzly Bears	G	C	0.25	0.20	0.10
Healing Salve	W	C	0.25	0.20	0.10
Helm of Chazuk	A	R	3.00	3.00	2.00
Hill Giant	R	C	0.25	0.20	0.10
Holy Armor	W	C	0.25	0.20	0.10
Holy Strength	W	C	0.25	0.20	0.10
Howl from Beyond	B	C	0.25	0.20	0.10
Howling Mine	A	R	6.30	5.50	5.00
Hurkyl's Recall	U	R	3.00	3.00	2.00
Hurlion Minotaur	R	C	0.25	0.20	0.10
Hurr Jackal	R	R	3.00	2.00	2.00
Hurricane	G	U	1.00	0.80	0.50
Hypnotic Specter	B	U	2.00	1.10	1.00
Immolation	R	C	0.25	0.20	0.10
Inferno	R	R	4.00	4.00	3.00
Instill Energy	G	U	1.00	0.80	0.50
Iron Star	R	C	0.25	0.25	0.15
Ironclaw Orcs	A	C	0.25	0.25	0.15
Ironroot Treelock	G	C	0.25	0.20	0.10
Island (3 versions)	L	C	0.25	0.15	0.10
Island Fish Jasconius	U	R	3.00	2.50	2.00
Island Sanctuary	W	R	4.00	3.00	3.00
Ivory Cup	A	U	1.00	0.80	0.50
Ivory Tower	A	B	5.00	5.00	5.00
Jade Monolith	A	R	3.00	3.00	3.00
Jandor's Saddlebags	A	R	3.70	3.00	2.00
Jayemdae Tome	R	R	3.00	3.00	3.00
Jump	U	C	0.25	0.20	0.10
Junrun Efreit	B	U	1.00	1.00	0.50
Karma	W	U	1.00	0.80	0.50
Keldon Warlord	R	U	1.00	1.00	0.80
Killer Bees	G	U	1.00	1.00	1.00
Kismet	W	U	1.00	1.00	0.50
Kormus Bell	A	R	4.00	3.50	3.00
Land Leeches	G	C	0.25	0.20	0.10
Land Tax	W	U	5.00	5.00	5.00
Leviathan	R	U	5.00	4.00	3.00
Ley Druid	G	U	1.00	0.80	0.50
Library of Leng	A	U	1.00	0.80	0.50
Lifeforce	G	U	1.00	0.80	0.50
Lifelace	G	R	3.00	1.50	1.00
Lifetap	U	U	1.00	0.80	0.50
Lightning Bolt	R	C	0.10	0.25	0.25
Living Artifact	G	R	4.00	3.00	2.00
Living Lands	G	R	3.00	3.00	3.00
Llanowar Elves	G	C	0.25	0.25	0.25
Lord of Atlantis	U	R	5.00	5.00	4.50
Lord of the Pit	B	R	5.00	4.50	3.00
Lost Soul	B	C	0.25	0.20	0.10
Lure	G	U	1.00	0.80	0.50
Magical Hack	U	R	4.00	3.50	3.00
Magnetic Mountain	R	R	3.00	2.00	2.00
Mahamoti Djinn	U	R	6.00	6.00	5.50
Mana Clash	R	R	3.00	2.00	2.00
Mana Flare	R	R	4.00	4.00	3.00
Mana Short	U	R	5.00	4.00	3.00
Mana Vault	A	R	4.00	4.00	3.00
Manabats	R	R	3.00	2.00	2.00
Marsh Gas	B	C	0.25	0.20	0.10
Marsh Viper	G	C	0.25	0.20	0.10
Meekstone	A	R	4.00	3.00	3.00
Merfolk of the Pearl Trident	U	C	0.25	0.20	0.10
Mesa Pegasus	W	C	0.25	0.20	0.10
Millstone	A	R	5.30	5.00	5.00
Mind Bomb	U	U	1.00	0.90	0.50
Mind Twist	B	U	5.00	4.00	4.00
Mishra's Factory (Fall)	L	U	2.50	1.10	1.00
Mishra's War Machine	A	R	3.00	3.00	3.00
Mons's Goblin Raiders	R	C	0.25	0.20	0.10
Morale	W	C	0.25	0.20	0.10
Mountain (3 versions)	L	C	0.25	0.15	0.10
Murk Dwellers	B	C	0.25	0.20	0.10
Nafs Asp	G	C	0.25	0.20	0.10
Nether Shadow	B	R	4.70	3.50	3.00
Nevinyrra's Disk	A	R	6.30	5.50	5.00
Nightmare	B	R	7.00	6.00	3.00
Northern Paladin	W	R	3.00	3.00	3.00
Oasis	L	U	1.00	1.00	1.00
Obsidian Golem	A	U	1.00	1.00	0.50
Ornulet	A	R	3.00	3.00	1.50
Ornith Artillery	R	U	1.00	0.80	0.50
Ornith Oniflame	R	U	1.00	0.80	0.50
Ornithopter	A	U	1.00	0.80	0.50
Osai Vultures	W	U	1.00	0.80	0.50
Paralyze	B	C	0.25	0.20	0.10
Peard Unicorn	G	C	0.25	0.20	0.10
Personal Incarnation	W	R	4.00	3.50	3.00
Pestilence	B	C	0.25	0.20	0.10
Phantasmal Forces	U	U	1.00	0.80	0.50
Phantasmal Terrain	U	C	0.25	0.20	0.10
Phantom Monster	U	U	1.00	0.80	0.50
Piety	W	C	0.25	0.20	0.10
Pikemen	W	C	0.25	0.20	0.10
Pirate Ship	R	R	3.00	3.00	2.00
Pit Scorpion	B	C	0.25	0.20	0.10
Plague Rats	B	C	0.25	0.20	0.10
Plains (3 versions)	L	C	0.25	0.15	0.10
Power Leak	U	C	0.25	0.20	0.10
Power Sink	U	C	0.25	0.20	0.10
Power Surge	R	R	3.50	3.00	2.00
Pradesh Gypsies	G	C	0.25	0.20	0.10

Primal Clay	A	R	3.00	3.00	2.00
Prodigal Sorcerer	U	C	0.25	0.20	0.15
Psionic Entity	U	R	3.00	3.00	3.00
Psychic Venom	U	C	0.25	0.20	0.10
Purelake	W	R	3.00	2.00	1.50
Pyrotechnics	R	U	1.00	1.00	0.50
Radian Spirit	G	U	1.00	0.80	0.50
Rag Man	B	R	3.00	2.50	2.00
Raise Dead	B	C	0.25	0.20	0.10
Rebirth	G	R	3.00	2.00	2.00
Red Elemental Blast	R	C	0.25	0.20	0.10
Red Mana Battery	A	R	3.00	3.00	3.00
Red Ward	W	U	1.00	0.80	0.50
Regeneration	G	C	0.25	0.20	0.10
Relic Bind	U	R	3.00	3.00	2.00
Reverse Damage	W	R	4.00	4.00	3.00
Righteousness	W	R	3.50	3.00	3.00
Rod of Ruin	A	U	1.00	0.80	0.50
Royal Assassin	B	R	11.50	7.50	5.00
Samite Healer	G	C	0.25	0.20	0.10
Sandstorm	W	C	0.25	0.20	0.10
Savannah Lions	W	R	5.00	4.50	4.00
Scathe Zombies	B	C	0.25	0.20	0.10
Scavenging Ghoul	B	U	1.00	1.00	0.50
Scryb Sprites	G	C	0.25	0.20	0.10
Sea Serpent	U	C	0.25	0.20	0.10
Seeker	W	C	0.25	0.20	0.10
Segovian Leviathan	U	U	1.00	0.80	0.50
Sengir Vampire	B	U	4.00	2.50	1.00
Serra Angel	W	U	5.00	1.10	1.00
Shandoin Dryads	G	C	0.25	0.20	0.10
Shapeshifter	A	U	1.00	1.00	0.50
Shatter	R	C	0.25	0.20	0.10
Shivan Dragon	R	R	14.00	10.00	6.00
Simulacrum	B	U	1.00	0.80	0.50
Sindbad	U	U	1.00	1.00	0.50
Siren's Call	U	U	1.00	0.80	0.50
Sisters of the Flame	R	C	0.25	0.20	0.10
Sleight of Mind	U	R	4.00	3.00	3.00
Smoke	R	R	3.00	3.00	3.00
Sorceress Queen	B	R	5.00	4.50	3.00
Soul Net	A	U	1.00	0.80	0.50
Spell Blast	U	C	0.25	0.20	0.10
Spirit Link	W	U	1.10	1.00	1.00
Spirit Shackles	B	U	1.00	0.90	0.50
Stasis	U	R	5.00	5.00	3.80
Steel Artifact	U	U	1.00	0.80	0.50
Stone Giant	R	U	1.00	0.80	0.50
Stone Rain	R	C	0.25	0.20	0.10
Stream of Life	G	C	0.25	0.20	0.10
Strip Mine, horizon, uneven terraces	L	U	2.50	1.10	1.00
Sunglasses of Urza	A	R	3.00	3.00	2.00
Sunken City	U	C	0.25	0.20	0.10
Swamp (3 versions)	L	U	0.25	0.15	0.10
Swords to Plowshares	W	U	2.00	1.50	1.00
Sylvan Library	G	R	5.00	5.00	4.00
Tawnos's Wand	A	U	1.00	0.80	0.50
Tawnos's Weaponry	A	U	1.00	0.90	0.50
Tempest Efreet	R	R	3.00	3.00	2.00
Terror	B	C	0.25	0.20	0.10
Tetravus	A	R	5.00	3.00	3.00
The Brute	R	C	0.25	0.20	0.10
The Hive	A	R	3.00	3.00	3.00
The Rack	A	U	1.00	1.00	1.00
Thicket Basilisk	G	U	1.00	1.00	0.50
Thoughtcave	U	R	3.00	2.00	1.50
Throne of Bone	A	U	1.00	0.80	0.50
Timber Wolves	G	R	3.00	2.00	2.00
Time Elemental	U	R	5.00	4.50	4.00
Titania's Song	G	R	3.00	2.00	1.50
Tranquility	G	C	0.25	0.20	0.10
Triskelion	A	R	5.00	5.00	3.00
Tsunami	G	U	1.00	1.00	0.50
Tundra Wolves	W	C	0.25	0.20	0.10
Tunnel	R	U	1.00	0.80	0.50
Twiddle	U	C	0.25	0.20	0.10
Uncle Istvan	B	U	1.00	1.00	1.00
Unholy Strength	B	C	0.25	0.20	0.10
Unstable Mutation	U	C	0.25	0.20	0.10
Unsummon	U	C	0.25	0.20	0.10
Untamed Wilds	G	U	1.00	0.80	0.50
Urza's Avenger	A	R	3.00	3.00	3.00
Uttheden Troll	R	U	1.00	0.80	0.50
Vampire Bats	B	C	0.25	0.20	0.10
Venom	G	C	0.25	0.20	0.10
Verduran Enchantress	R	R	3.50	3.00	2.00
Visions	W	U	1.00	0.90	0.50
Volcanic Eruption	U	R	3.00	2.50	2.00
Wall of Air	U	U	1.00	0.80	0.50
Wall of Bone	B	U	1.00	0.80	0.50
Wall of Brambles	G	U	1.00	0.80	0.50
Wall of Dust	R	U	1.00	0.90	0.50
Wall of Fire	R	U	1.00	0.80	0.50
Wall of Ice	G	U	1.00	0.80	0.50
Wall of Spears	A	C	0.25	0.20	0.10
Wall of Stone	R	U	1.00	0.80	0.50
Wall of Swords	W	U	1.00	0.80	0.50
Wall of Water	U	U	1.00	0.80	0.50
Wall of Wood	G	C	0.25	0.20	0.10
Wanderlust	G	U	1.00	0.80	0.50
War Mammoth	B	C	0.25	0.20	0.10
Warp Artifact	B	R	3.00	3.00	2.00
Water Elemental	U	U	1.00	0.80	0.50
Weakness	B	C	0.25	0.20	0.10
Web	G	R	3.00	3.00	3.00
Whirling Dervish	G	U	1.00	1.00	0.50
White Knight	W	U	2.00	1.00	0.50
White Mana Battery	A	R	4.00	3.00	3.00
White Ward	W	U	1.00	0.80	0.50

Cursed Land	B	U	1.00	1.00	0.50
Dance of Many	U	R	3.30	3.00	2.80
Dancing Scimitar	A	R	3.00	3.00	2.00
Dandit	U	C	0.25	0.25	0.15
Dark Maze	U	C	0.25	0.15	0.15
Dark Ritual	B	C	0.25	0.25	0.20
D'Avenant Archer	W	C	0.25	0.15	0.15
Death Speakers	W	C	0.25	0.15	0.15
Death Ward	W	C	0.25	0.15	0.15
Deathgrip	B	U	1.00	1.00	0.50
Deflection	U	R	5.00	5.00	4.30
Derelict	B	R	4.00	3.00	3.00
Desert Twister	U	R	1.00	1.00	0.50
Detonate	R	U	1.00	1.00	0.50
Diabolic Machine	A	U	1.00	1.00	0.50
Dingus Egg	A	R	3.30	3.00	3.00
Disenchant	W	C	0.25	0.25	0.20
Disintegrate	R	C	0.25	0.25	0.20
Disrupting Scepter	A	R	3.30	2.00	2.00
Divine Offering	W	C	0.25	0.15	0.15
Divine Transformation	W	U	1.00	1.00	0.80
Dragon Engine	A	R	3.00	2.00	1.50
Drain Life	B	C	0.25	0.15	0.15
Drain Power	U	R	4.00	3.00	2.50
Drudge Skeletons	B	C	0.25	0.15	0.15
Durkwood Boars	G	C	0.25	0.15	0.15
Dust to Dust	W	U	1.00	1.00	0.80
Dwarven Catapult	U	R	1.00	1.00	0.50
Dwarven Hold	L	R	4.20	3.00	3.00
Dwarven Ruins	L	U	1.00	1.00	0.60
Dwarven Soldier	R	C	0.25	0.15	0.15
Dwarven Warriors	R	C	0.25	0.15	0.15
Earthquake	R	R	5.00	5.00	4.00
Ebon Stronghold	L	U	1.00	1.00	0.60
Elder Druid	R	C	3.50	3.00	3.00
Elkin Bottle	A	R	3.00	3.00	2.50
Elven Riders	G	U	1.00	1.00	0.80
Elish Archers	G	R	4.80	3.00	2.50
Energy Flux	U	U	1.00	1.00	0.50
Envenomate	U	C	0.25	0.15	0.15
Erg Raiders	B	C	0.25	0.15	0.15
Errantry	R	C	0.25	0.15	0.15
Eternal Warrior	R	C	0.25	0.15	0.15
Evil Eye of Orms-by-Gore	B	U	1.00	1.00	0.50
Evil Presence	B	U	1.00	1.00	0.50
Eye for an Eye	W	R	3.00	3.00	2.50
Fallen Angel	B	U	1.00	1.00	0.80
Fear	B	C	0.25	0.15	0.15
Feedback	U	U	1.00	1.00	0.50
Feldon's Cane	A	U	1.00	1.00	0.80
Fellwar Stone	A	U	1.00	1.00	0.80
Feroz's Ban	A	R	2.80	2.00	2.00
Fire Drake	R	U	1.00	1.00	0.60
Fireball	R	C	0.25	0.25	0.20
Firebreathing	R	C	0.25	0.15	0.15
Flame Spirit	R	U	1.00	1.00	0.50
Flare	R	C	0.25	0.15	0.15
Flashfires	R	U	1.00	1.00	0.50
Flight	U	C	0.25	0.15	0.15
Flood	U	C	0.25	0.15	0.15
Flying Carpet	A	R	2.50	2.00	1.50
Fog	G	C	0.25	0.15	0.15
Force of Nature	G	R	4.80	4.00	3.50
Force Spike	U	C	0.25	0.15	0.15
Forest (4 versions)	L	L	0.15	0.10	0.10
Forget	U	R	3.60	3.00	3.00
Fountain of Youth	A	U	1.00	1.00	0.50
Foxfire	G	C	0.25	0.15	0.15
Frozen Shade	B	C	0.25	0.15	0.15
Funeral March	B	C	0.25	0.15	0.15
Fungusaur	G	R	3.00	3.00	3.00
Fyndhorn Elder	G	U	1.00	1.00	1.00
Game of Chaos	R	R	3.00	3.00	2.50
Gaseous Form	U	C	0.25	0.15	0.15
Gauntlets of Chaos	A	R	3.00	3.00	3.00
Ghazbán Ogre	G	C	0.25	0.15	0.15
Giant Growth	G	C	0.25	0.25	0.20
Giant Spider	G	C	0.25	0.15	0.15
Giant Strength	R	C	0.25	0.15	0.15
Glacial Wall	U	U	1.00	1.00	0.50
Glasses of Urza	A	U	1.00	1.00	0.50
Gloom	B	U	1.00	1.00	0.50
Goblin Digging Team	R	C	0.25	0.15	0.15
Goblin Hero	R	C	0.25	0.15	0.15
Goblin King	R	R	5.00	5.00	4.50
Goblin War Drums	R	C	0.25	0.25	0.20
Goblin Warriors	R	R	3.00	3.00	3.00
Grapeshot Catapult	A	C	0.25	0.15	0.15
Greater Realm of Preservation	W	U	1.00	1.00	1.00
Greater Werewolf	B	U	1.00	1.00	0.50
Grizzly Bears	G	C	0.25	0.15	0.15
Havenwood Battleground	L	U	1.00	1.00	0.60
Heal	W	C	0.25	0.15	0.15
Healing Salve	W	C	0.25	0.15	0.15
Hecatomb	B	R	4.50	4.00	3.50
Helm of Chazkuk	A	R	3.00	3.00	2.00
Hill Giant	R	C	0.25	0.15	0.15
Hipporion	W	C	0.25	0.15	0.15
Hollow Trees	L	R	3.30	3.00	3.00
Holy Strength	G	C	0.25	0.15	0.15
Homarid Warrior	U	C	0.25	0.15	0.15
Howl from Beyond	B	C	0.25	0.15	0.15
Howling Mine	A	R	5.40	5.00	5.00
Hungry Mist	G	C	0.25	0.15	0.15
Hurky's Recall	R	U	3.00	3.00	2.50
Hurlloon Minotaur	C	C	0.25	0.15	0.15
Hurricane	G	U	1.00	1.00	0.80
Hydroblast	U	U	1.00	1.00	0.50
Icatian Phalanx	W	U	1.00	1.00	0.50
Icatian Scout	W	C	0.25	0.15	0.15

Icatian Store	L	R	3.00	3.00	3.00
Icatian Town	W	R	3.00	3.00	3.00
Ice Floe	L	U	1.00	1.00	0.50
Imposing Visage	C	C	0.25	0.15	0.15
Incinere	R	C	0.25	0.25	0.25
Inferno	R	R	4.00	4.00	3.00
Infinite Hourglass	A	R	3.00	3.00	3.00
Initiates of the Ebon Hand	B	C	0.25	0.15	0.15
Instill Energy	G	U	1.00	1.00	0.50
Iron Star	A	U	1.00	1.00	0.50
Ironclaw Curse	R	R	3.10	3.00	3.00
Ironclaw Orcs	R	C	0.25	0.15	0.15
Ironroot Treefolk	G	C	0.25	0.15	0.15
Island (4 versions)	L	L	0.15	0.10	0.10
Island Sanctuary	W	R	4.40	4.00	3.00
Ivory Cup	A	U	1.00	1.00	0.50
Ivory Guardians	W	U	1.00	1.00	0.50
Jade Monolith	A	R	3.00	3.00	2.50
Jaum Tome	A	R	3.00	3.00	2.80
Jandor's Saddlebags	A	R	3.10	3.00	3.00
Jayemdae Tome	A	R	7.20	7.00	5.00
Jester's Cap	G	U	1.00	1.00	0.80
Johtull Wurm	R	R	6.00	6.00	4.50
Jokulhaups	A	U	1.00	1.00	0.60
Joven's Tools	W	U	1.00	1.00	0.80
Justice	U	R	3.00	3.00	3.00
Juxtapose	W	U	1.00	1.00	0.50
Karma	L	R	5.90	5.30	5.00
Karplusan Forest	R	U	1.00	1.00	0.60
Keldon Warlord	G	U	1.00	1.00	0.80
Killer Bees	W	U	1.00	1.00	0.50
Kismet	B	C	0.25	0.15	0.15
Kjeldoran Dead	W	R	4.20	4.00	3.00
Kjeldoran Royal Guard	W	U	1.00	1.00	0.80
Kjeldoran Skycaptain	B	U	1.00	1.00	0.80
Knight of Stromgald	B	C	0.25	0.15	0.15
Krovikan Fetish	U	C	0.25	0.15	0.15
Krovikan Sorcerer	U	C	0.25	0.15	0.15
Labyrinth Minotaur	B	U	1.00	1.00	0.50
Leshrac's Rite	U	R	4.50	3.00	3.00
Leviathan	G	C	0.25	0.25	0.20
Ley Druid	G	R	4.50	4.00	3.50
Lhurgoyf	A	U	1.00	1.00	0.50
Library of Leng	G	U	1.00	1.00	0.50
Lifelapse	U	U	1.00	1.00	0.50
Lifetap	G	R	3.00	3.00	2.50
Living Artifact	G	C	0.25	0.25	0.25
Living Lands	U	R	4.50	4.00	3.50
Llanowar Elves	U	R	4.50	4.00	3.50
Lord of Atlantis	B	C	0.25	0.15	0.15
Lord of the Pit	B	C	0.25	0.15	0.15
Lost Soul	G	U	1.00	1.00	0.50
Lure	U	R	3.50	3.00	3.00
Magical Hack	U	R	3.00	3.00	2.80
Magus of the Unseen	R	R	4.30	3.00	3.00
Mana Clash	A	R	5.00	4.80	3.50
Mana Flare	R	R	3.30	3.00	3.00
Mana Vault	G	C	0.25	0.15	0.15
Manabars	A	R	4.40	3.00	3.00
Marsh Viper	U	C	0.25	0.15	0.15
Meekstone	U	C	0.25	0.15	0.15
Memory Lapse	U	C	0.25	0.15	0.15
Merfolk of the Pearl Trident	W	C	0.25	0.15	0.15
Mesa Falcon	W	C	0.25	0.15	0.15
Mesa Pegasus	A	R	5.10	5.00	5.00
Millstone	U	U	1.00	1.00	0.60
Mind Bomb	B	C	0.25	0.15	0.15
Mind Ravel	B	U	1.00	1.00	0.80
Mind Warp	B	C	0.25	0.15	0.15
Mindstab Thrull	B	U	1.00	1.00	0.50
Mole Worms	R	C	0.25	0.15	0.15
Mons's Goblin Raiders	L	L	0.15	0.10	0.10
Mountain (4 versions)	R	C	0.25	0.15	0.15
Mountain Goat	B	C	0.25	0.15	0.15
Murk Dwellers	G	C	0.25	0.15	0.15
Nature's Lore	B	C	0.25	0.15	0.15
Necrite	B	R	5.50	5.00	5.00
Necropotence	B	R	5.00	4.00	3.00
Nether Shadow	A	R	5.90	5.50	5.00
Nevinyrral's Disk	B	R	5.00	5.00	4.50
Nightmare	A	R	3.00	3.00	2.80
Obelisk of Undoing	R	U	1.00	1.00	0.50
Orchish Artillery	R	U	1.00	1.00	0.50
Orchish Captain	R	C	0.25	0.15	0.15
Orchish Conscribers	R	C	0.25	0.15	0.15
Orchish Farmer	R	C	0.25	0.15	0.15
Orchish Infratime	R	C	0.25	0.15	0.15
Orchish Squatters	R	C	0.25	0.15	0.15
Order of the Sacred Torch	W	R	3.50	3.00	3.00
Order of the White Shield	W	U	1.00	1.00	0.50
Orrg	R	R	3.30	3.00	3.00
Ornithopter	A	U	1.00	1.00	0.50
Panic	R	C	0.25	0.15	0.15
Paralyze	B	C	0.25	0.15	0.15
Pearled Unicorn	W	C	0.25	0.15	0.15
Pentagram of the Ages	A	R	3.00	3.00	3.00
Personal Incarnation	W	R	3.70	3.00	3.00
Pestilence	B	C	0.25	0.15	0.15
Phantasmal Forces	U	U	1.00	1.00	0.50
Phantasmal Terrain	C	C	0.25	0.15	0.15
Phantom Monster	U	U	1.00	1.00	0.50
Pikemen	W	C	0.25	0.15	0.15
Pirate Ship	U	R	3.30	3.00	3.00
Pit Scorpion	B	C	0.25	0.15	0.15
Plague Rats	B	C	0.25	0.15	0.15
Plains (4 versions)	L	L	0.15	0.10	0.10
Portent	U	C	0.25	0.15	0.15
Power Sink	U	U	1.00	1.00	0.50
Pox	B	R	4.50	4.00	3.90
Pradesh Gypsies	G	C	0.25	0.15	0.15

Primal Clay	A	R	3.00	3.00	2.50
Primal Order	G	R	3.50	3.00	3.00
Primordial Ooze	R	U	1.00	1.00	0.50
Prismatic Ward	W	C	0.25	0.15	0.15
Prodigal Sorcerer	U	C	0.25	0.15	0.15
Psychic Venom	U	C	0.25	0.15	0.15
Pyroblast	R	U	1.00	1.00	0.40
Pyrotechnics	R	U	1.00	1.00	0.50
Rabid Wombat	G	U	1.00	1.00	0.50
Radjan Spirit	G	U	1.00	1.00	0.50
Rag Man	B	R	3.00	2.00	1.50
Raise Dead	B	C	0.25	0.15	0.15
Ray of Command	U	C	0.25	0.15	0.15
Recall	U	R	4.00	3.00	3.00
Reef Pirates	G	C	0.25	0.15	0.15
Regeneration	G	C	0.25	0.15	0.15
Remove Soul	U	C	0.25	0.15	0.15
Repentant Blacksmith	W	C	0.25	0.15	0.15
Reverse Damage	R	U	4.00	3.00	3.00
Righteousness	R	U	3.70	3.00	2.50
Rod of Ruin	A	U	1.00	1.00	0.50
Ruins of Trokair	L	U	1.00	1.00	0.60
Sabretooth Tiger	R	C	0.25	0.15	0.15
Sacred Bone	W	U	1.00	1.00	0.50
Samnite Healer	W	C	0.25	0.15	0.15
Sand Silos	L	R	3.10	3.00	2.50
Scaled Wurm	G	C	0.25	0.15	0.15
Scathe Zombies	B	C	0.25	0.15	0.15
Scavenger Folk	G	C	0.25	0.15	0.15
Scrib Sprites	G	C	0.25	0.15	0.15
Sea Serpent	U	C	0.25	0.15	0.15
Sea Spirit	U	U	1.00	1.00	0.50
Sea Sprite	U	U	1.00	1.00	0.50
Seasinger	U	U	1.00	1.00	0.80
Segovian Leviathan	U	U	1.00	1.00	0.50
Sengir Autocrat	B	R	4.50	3.00	2.50
Seraph	W	R	4.80	3.80	3.00
Serpent Generator	A	R	4.00	4.00	3.00
Serra Bestiary	W	U	1.00	1.00	0.50
Serra Paladin	W	U	1.00	1.00	0.50
Shanodin Dryads	G	C	0.25	0.15	0.15
Shapeshifter	A	U	1.00	1.00	0.80
Shatter	R	C	0.25	0.15	0.15
Shatterstorm	R	U	1.00	1.00	1.00
Shield Bearer	W	C	0.25	0.15	0.15
Shield Wall	W	C	0.25	0.15	0.15
Shivan Dragon	R	R	11.25	8.00	6.00
Shrink	G	C	0.25	0.15	0.15
Sibilant Spirit	R	U	4.50	4.00	3.50
Skull Catapult	A	U	1.00	1.00	0.50
Sleight of Mind	R	R	3.90	3.00	3.00
Smoke	R	R	3.00	3.00	3.00
Sorceress Queen	B	R	5.00	4.00	3.00
Soul Barrier	U	C	0.25	0.15	0.15
Soul Net	A	U	1.00	1.00	0.50
Spell Blast	U	C	0.25	0.15	0.15
Spirit Link	W	U	1.00	1.00	0.50
Stampede	G	R	4.00	3.00	3.00
Stasis	U	U	5.00	4.00	3.50
Steal Artifact	U	U	1.00	1.00	0.50
Stone Giant	R	U	1.00	1.00	0.50
Stone Rain	R	C	0.25	0.15	0.15
Stone Spirit	R	U	1.00	1.00	0.50
Stream of Life	G	C	0.25	0.15	0.15
Stromgald Cabal	B	R	3.00	3.00	2.00
Sulfurous Springs	L	R	5.90	5.00	4.50
Syvelunite Temple	L	U	1.00	1.00	0.60
Swamp (4 versions)	L	L	0.15	0.10	0.10
Sylvan Library	G	R	5.00	5.00	4.50
Tarpan	G	C	0.25	0.15	0.15
Tawnos's Weaponry	A	U	1.00	1.00	0.60
Terror	B	C	0.25	0.15	0.15
The Brute	R	C	0.25	0.15	0.15
The Hive	A	R	3.30	3.00	3.00
The Wretched	B	R	4.50	4.00	3.00
Thicket Basilisk	G	U	1.00	1.00	0.50
Throne of Bone	A	U	1.00	1.00	0.50
Thrull Retainer	B	U	1.00	1.00	0.50
Time Bomb	A	R	3.50	3.00	2.50
Time Elemental	R	R	5.00	5.00	4.00
Titania's Song	G	R	3.00	3.00	2.00
Torture	B	C	0.25	0.15	0.15
Touch of Death	B	C	0.25	0.15	0.15
Tranquility	G	C	0.25	0.15	0.15
Truce	W	R	3.00	3.00	2.80
Tsunami	G	U	1.00	1.00	0.50
Tundra Wolves	W	C	0.25	0.15	0.15
Twiddle	U	C	0.25	0.15	0.15
Underground River	L	R	6.00	6.00	5.00
Unholy Strength	B	C	0.25	0.15	0.15
Unstable Mutation	U	C	0.25	0.15	0.15
Unsummon	U	C	0.25	0.15	0.15
Untamed Wilds	G	U	1.00	1.00	0.50
Uplift	U	C	0.25	0.15	0.15
Urza's Avenger	A	R	3.30	3.00	3.00
Urza's Bauble	A	U	1.00	1.00	0.50
Urza's Mine	L	C	0.25	0.15	0.15
Urza's Power Plant	L	C	0.25	0.15	0.15
Urza's Tower	L	C	0.25	0.15	0.15
Vampire Bats	B	C	0.25	0.15	0.15
Venom	G	C	0.25	0.15	0.15
Verduran Enchantress	G	R	3.10	3.00	3.00
Vodalian Soldiers	U	C	0.25	0.15	0.15
Wall of Air	U	U	1.00	1.00	0.50
Wall of Bone	B	U	1.00	1.00	0.50
Wall of Brambles	G	U	1.00	1.00	0.50
Wall of Fire	R	U	1.00	1.00	0.50
Wall of Spears	A	C	0.25	0.15	0.15
Wall of Stone	R	U	1.00	1.00	0.50
Wall of Swords	W	U	1.00	1.00	0.50

Magic: The Gathering



Dry Spell	B	C	0.25	0.20	0.10
Dwarven Ruins	L	U	1.00	0.90	0.60
Early Harvest	G	R	4.40	4.10	3.30
Earthquake	R	R	5.00	5.00	4.30
Ebon Stronghold	L	U	1.00	0.90	0.60
Ekdundi Griffin	W	C	0.25	0.20	0.10
Elder Druid	G	R	3.80	3.00	3.00
Elven Cache	G	C	0.25	0.20	0.10
Elven Riders	G	U	1.00	1.00	0.60
Elvish Archers	G	R	4.20	3.50	3.00
Enfeeblement	B	C	0.25	0.20	0.10
Enlightened Tutor	W	U	1.60	1.00	1.00
Ethereal Champion	W	R	3.80	3.00	3.00
Evil Eye of Orms-by-Gore	W	U	1.00	0.80	0.50
Exile	W	R	5.00	4.80	3.40
Fallen Angel	B	R	4.00	3.50	3.00
Fallow Earth	G	U	1.00	0.80	0.50
Familiar Ground	G	U	1.00	0.80	0.50
Fatal Blow	B	C	0.25	0.20	0.10
Fear	B	C	0.25	0.20	0.10
Feast of the Unicorn	G	C	0.25	0.20	0.10
Femeref Archers	G	U	1.00	1.00	0.60
Feral Shadow	B	C	0.25	0.20	0.10
Fervor	R	R	4.80	3.90	3.20
Final Fortune	R	R	4.80	4.00	4.00
Fire Diamond	A	U	1.00	1.00	0.60
Fire Elemental	R	U	1.00	0.80	0.50
Firebreathing	R	C	0.25	0.20	0.10
Fit of Rage	R	C	0.25	0.20	0.10
Flame Spirit	R	C	0.25	0.20	0.10
Flash	U	R	3.90	3.00	3.00
Flashfires	R	U	1.00	0.80	0.50
Flight	C	U	0.25	0.20	0.10
Flying Carpet	A	C	3.90	3.00	3.00
Fog	G	R	0.25	0.20	0.10
Fog Elemental	R	C	0.25	0.20	0.10
Forbidden Crypt	B	R	4.50	3.00	3.00
Forest (4 versions)	L	L	0.15	0.10	0.10
Forget	U	R	4.10	3.00	3.00
Fountain of Youth	A	U	1.00	0.80	0.50
Fyndhorn Brownie	G	C	0.25	0.20	0.10
Fyndhorn Elder	G	U	1.00	1.00	0.60
Gaseous Form	U	C	0.25	0.20	0.10
Giant Spider	G	C	0.25	0.25	0.15
Giant Strength	R	C	0.25	0.20	0.10
Glacial Wall	U	U	1.00	0.80	0.50
Glasses of Urza	A	U	1.00	0.80	0.50
Goblin Digging Team	R	C	0.25	0.20	0.10
Goblin Elite Infantry	R	C	0.25	0.20	0.10
Goblin Hero	R	C	0.25	0.20	0.10
Goblin King	R	R	4.80	4.00	4.00
Goblin Recruiter	R	U	1.00	1.00	0.60
Goblin Warriors	R	R	3.00	3.00	3.00
Gonilla Chieftain	G	C	0.25	0.20	0.10
Gravebane Zombie	B	U	1.00	0.80	0.50
Gravedigger	B	C	0.25	0.20	0.10
Greed	B	R	3.00	3.00	2.30
Griming Totem	A	R	5.00	5.00	4.40
Grizzly Bears	G	C	0.25	0.20	0.10
Hammer of Bogardan	R	R	9.10	7.80	6.40
Harmattan Elf	U	U	1.00	0.80	0.50
Havenwood Battleground	L	U	1.00	0.90	0.60
Healing Salve	C	U	0.25	0.20	0.10
Heavy Ballista	W	U	1.00	0.80	0.50
Hecatomb	B	R	4.80	3.50	3.00
Hero's Resolve	W	C	0.25	0.20	0.10
Hidden Horror	B	U	1.00	0.80	0.50
Horned Turtle	U	C	0.25	0.20	0.10
Howl from Beyond	B	C	0.25	0.20	0.10
Howling Mine	A	R	5.90	5.40	5.10
Hulking Cyclops	R	U	1.00	0.90	0.60
Hurricane	G	R	4.90	3.80	3.00
Icatian Town	W	R	3.80	3.00	2.30
Illicit Auction	R	R	4.30	3.40	3.00
Infantry Veteran	W	C	0.25	0.20	0.10
Infernal Contract	B	R	4.90	3.80	3.10
Inferno	R	R	3.90	3.30	3.00
Insight	U	U	1.00	0.90	0.60
Inspiration	U	C	0.25	0.20	0.10
Iron Star	A	U	1.00	0.80	0.50
Island (4 versions)	L	L	0.15	0.10	0.10
Ivory Cup	A	U	1.00	0.80	0.50

Jade Monolith	A	R	3.40	3.00	2.30
Jalum Tome	A	R	3.90	3.00	3.00
Jayemdae Tome	A	R	3.90	3.00	3.00
Jokulhaups	R	R	5.40	5.00	3.50
Juxtapose	U	R	4.30	3.50	3.00
Karplusan Forest	L	R	5.90	5.40	5.00
Kismet	W	U	1.00	0.80	0.50
Kjeldoran Dead	B	C	0.25	0.20	0.10
Kjeldoran Royal Guard	W	R	4.30	3.50	3.00
Lead Golem	A	U	1.00	0.80	0.50
Leshrac's Rite	B	U	1.00	0.80	0.50
Library of Lat-Nam	U	R	3.80	3.00	3.00
Light of Day	W	U	1.00	0.80	0.50
Lightning Blast	R	C	0.25	0.20	0.10
Living Lands	G	R	3.00	3.00	3.00
Llanowar Elves	G	C	0.25	0.25	0.25
Longbow Archer	W	U	1.40	1.00	1.00
Lord of Atlantis	U	R	5.00	4.50	4.00
Lost Soul	B	C	0.25	0.20	0.10
Lure	G	U	1.00	0.80	0.50
Mana Prism	A	U	1.00	0.90	0.60
Mana Short	R	R	4.70	3.80	3.00
Manabarb	R	R	4.40	3.30	3.00
Marble Diamond	A	U	1.00	1.00	0.60
Maro	G	R	5.00	4.50	4.00
Meekstone	A	R	4.80	3.50	3.00
Memory Lapse	U	C	0.25	0.25	0.20
Merfolk of the Pearl Trident	U	C	0.25	0.20	0.10
Mesa Falcon	W	C	0.25	0.20	0.10
Millstone	A	R	5.20	5.00	3.50
Mind Warp	B	U	1.00	1.00	0.60
Mischiefous Poltergeist	B	U	1.00	0.90	0.60
Moss Diamond	A	U	1.00	1.00	0.60
Mountain (4 versions)	L	L	0.15	0.10	0.10
Mountain Goat	R	C	0.25	0.20	0.10
Mystic Compass	A	U	1.00	0.90	0.60
Mystical Tutor	U	U	1.00	1.00	1.00
Nature's Resurgence	G	R	4.30	4.00	3.30
Necrosavant	B	R	4.30	4.00	3.30
Nightmare	B	R	6.20	4.80	4.10
Obsidian Golem	A	U	1.00	1.00	0.60
Orchid Artillery	R	U	1.00	0.80	0.50
Orchid Oniflame	R	U	1.00	0.80	0.50
Order of the Sacred Torch	W	R	4.50	3.50	3.00
Ornithopter	A	U	1.00	0.80	0.50
Pacifism	W	C	0.25	0.20	0.10
Painful Memories	B	C	0.25	0.20	0.10
Panther Warriors	G	C	0.25	0.20	0.10
Patagia Golem	A	U	1.00	0.80	0.50
Pearl Dragon	W	R	5.00	4.50	3.30
Pentagram of the Ages	A	R	3.00	3.00	3.00
Perish	B	U	1.00	1.00	1.00
Pestilence	B	U	1.00	0.80	0.50
Phantasmal Terrain	C	U	0.25	0.20	0.10
Phantom Warrior	U	U	1.00	0.80	0.50
Phyrexian Vault	A	U	1.00	0.90	0.60
Pillage	R	U	1.00	1.00	1.00
Plains (4 versions)	L	L	0.15	0.10	0.10
Polymorph	U	R	4.50	4.00	3.30
Power Sink	U	U	1.00	0.80	0.50
Pradesh Gypsies	G	C	0.25	0.20	0.10
Primal Clay	A	R	3.00	2.50	1.30
Prodigal Sorcerer	U	C	0.25	0.20	0.10
Prosperity	U	U	1.00	1.00	1.00
Psychic Transfer	U	R	4.30	3.80	3.10
Psychic Venom	U	C	0.25	0.20	0.10
Pyrotechnics	R	C	0.25	0.25	0.15
Python	B	C	0.25	0.20	0.10
Radian Spirit	G	U	1.00	0.80	0.50
Rag Man	B	U	3.00	3.00	2.30
Raging Goblin	R	C	0.25	0.20	0.10
Raise Dead	B	C	0.25	0.20	0.10
Rampant Growth	G	C	0.25	0.20	0.10
Razortooth Rats	B	C	0.25	0.20	0.10
Recall	U	R	4.50	3.00	3.00
Reckless Emburage	R	C	4.30	3.50	3.00
Redwood Treefolk	G	C	0.25	0.20	0.10
Regal Unicorn	W	C	0.25	0.20	0.10
Regeneration	G	C	0.25	0.20	0.10
Releam	U	U	1.00	1.00	0.60
Relentless Assault	R	R	5.80	4.90	3.40
Remedy	W	C	0.25	0.20	0.10
Remove Soul	U	C	0.25	0.20	0.10
Reprisal	W	U	1.00	0.80	0.50
Resistance Fighter	W	C	0.25	0.20	0.10
Reverse Damage	W	R	4.10	3.00	3.00
River Boa	U	U	1.00	1.00	1.00
Rod of Ruin	A	U	1.00	0.80	0.50
Rowen	R	R	3.80	3.00	2.30
Ruins of Trokair	L	U	1.00	0.90	0.60
Sabretooth Tiger	R	C	0.25	0.20	0.10
Sage Owl	U	C	0.25	0.20	0.10
Samite Healer	W	C	0.25	0.20	0.10
Scaled Wurm	G	C	0.25	0.20	0.10
Scathe Zombies	B	C	0.25	0.20	0.10
Sea Monster	U	C	0.25	0.20	0.10
Segovian Leviathan	U	U	1.00	0.80	0.50
Sengir Autocrat	B	R	4.80	3.50	3.00
Serenity	W	R	4.20	3.80	3.10
Serra's Blessing	W	U	1.00	1.00	0.60
Shanodin Dryads	G	C	0.25	0.20	0.10
Shatter	R	C	0.25	0.20	0.10
Shatterstorm	R	R	3.00	3.00	2.30
Shock	R	C	0.25	0.25	0.25
Sibilant Spirit	U	R	3.90	3.30	3.00
Skull Catapult	A	U	1.00	0.80	0.50
Sky Diamond	A	U	1.00	1.00	0.60
Snake Basket	A	R	5.80	5.00	3.50
Soldevi Sage	U	U	1.00	0.90	0.60
Soul Net	A	U	1.00	0.80	0.50

Spell Blast	U	C	0.25	0.20	0.10
Spirit Link	W	U	1.00	1.00	0.60
Spitting Drake	R	U	1.00	1.00	0.60
Spitting Earth	R	C	0.25	0.20	0.10
Stalking Tiger	G	C	0.25	0.20	0.10
Standing Troops	W	C	0.25	0.20	0.10
Staunch Defenders	W	U	1.00	0.80	0.50
Stone Rain	R	C	0.25	0.20	0.10
Storm Cauldron	A	R	4.30	4.00	3.30
Storm Crow	U	C	0.25	0.20	0.10
Strands of Night	B	U	1.00	0.80	0.50
Stream of Life	G	C	0.25	0.20	0.10
Stromgald Cabal	B	R	4.00	3.50	3.00
Stupor	B	U	1.00	1.00	0.60
Sulfurous Springs	L	R	5.90	5.40	5.00
Summer Bloom	G	U	1.00	1.00	0.60
Sunweb	W	R	4.20	3.50	3.00
Syvelunite Temple	L	U	1.00	0.90	0.60
Swamp (4 versions)	L	L	0.15	0.10	0.10
Syphon Soul	B	C	0.25	0.20	0.10
Talrump Minotaur	R	C	0.25	0.20	0.10
Tariff	W	R	4.20	3.50	3.00
Teferi's Puzzle Box	A	R	4.30	3.50	3.00
Terror	B	C	0.25	0.20	0.10
The Hive	A	R	3.00	3.00	1.50
Thicket Basilisk	G	U	1.00	0.80	0.50
Throne of Bone	A	U	1.00	0.80	0.50
Tidal Surge	U	C	0.25	0.20	0.10
Trained Armadon	G	C	0.25	0.20	0.10
Tranquil Grove	G	R	4.30	4.00	3.30
Tranquility	G	C	0.25	0.20	0.10
Tremor	R	C	0.25	0.20	0.10
Tundra Wolves	W	C	0.25	0.20	0.10
Uktabi Orangutan	G	U	1.00	1.00	0.60
Uktabi Wildcats	G	R	4.90	4.00	3.30
Underground River	L	R	6.20	5.50	5.00
Unseen Walker	G	U	1.00	0.80	0.50
Unsummon	U	C	0.25	0.20	0.10
Untamed Wilds	G	U	1.00	0.80	0.50
Unyaro Griffin	W	U	1.00	0.80	0.50
Vampire Lord	B	R	8.40	8.00	6.50
Venerable Monk	W	C	0.25	0.20	0.10
Verduran Enchantress	G	R	4.50	3.00	3.00
Vertigo	R	U	1.00	0.80	0.50
Vishno Warrior	C	C	0.25	0.20	0.10
Vitalize	G	C	0.25	0.20	0.10
Vodalian Soldiers	U	C	0.25	0.20	0.10
Volcanic Dragon	R	R	6.80	5.50	5.00
Volcanic Geyser	R	U	1.00	1.00	0.60
Waiting in the Weeds	G	R	3.80	3.00	3.00
Wall of Air	U	U	1.00	0.80	0.50
Wall of Fire	R	U	1.00	0.80	0.50
Wall of Swords	W	U	1.00	0.80	0.50
Wand of Denial	A	R	4.20	3.50	3.00
Warmth	W	U	1.00	1.00	0.60
Warrior's Honor	W	C	0.25	0.20	0.10
Warthog	G	U	1.00	1.00	0.60
Wild Growth	G	C	0.25	0.20	0.10
Wind Drake	C	C	0.25	0.20	0.10
Wind Spirit	U	U	1.00	1.00	0.60
Wooden Sphere	A	U	1.00	0.80	0.50
Worldly Tutor	W	U	1.00	1.00	0.60
Wrath of God	G	R	7.40	6.00	5.30
Wyluli Wolf	G	R	3.90	3.00	3.00
Zombie Master	B	R	4.80	4.00	3.30
Zur's Weiriding	U	R	4.20	3.50	3.00
Total			655.95	556.30	449.00

Grapeshot Catapult	A	U	1.00	0.80	0.50
Gravedigger	B	C	0.25	0.20	0.10
Greed	B	R	4.80	3.00	2.10
Grizzly Bears	G	C	0.25	0.20	0.10
Healing Salve	W	C	0.25	0.20	0.10
Heavy Ballista	W	U	1.00	0.80	0.50
Hibernation	U	U	1.00	1.00	1.00
Hill Giant	R	C	0.25	0.20	0.10
Hollow Dogs	B	C	0.25	0.20	0.10
Holy Strength	W	C	0.25	0.20	0.10
Honor Guard	U	C	0.25	0.20	0.10
Horned Turtle	U	C	0.25	0.20	0.10
Howl from Beyond	B	C	0.25	0.20	0.10
Howling Mine	A	R	6.80	6.00	5.10
Hurricane	G	R	4.80	3.50	3.00
Impatience	R	R	3.90	3.00	3.00
Infemal Contract	B	R	4.30	3.50	3.00
Inferno	R	R	4.80	4.00	3.10
Inspiration	U	C	0.25	0.20	0.10
Intrepid Hero	W	R	4.70	4.00	3.30
Iron Star	A	U	1.00	0.80	0.50
Island (4 versions)	L	L	0.15	0.10	0.10
Ivory Cup	A	U	1.00	0.80	0.50
Jalum Tome	A	R	3.80	3.00	3.00
Jandor's Saddlebags	A	R	3.90	3.00	2.60
Jayemdae Tome	A	R	4.80	3.00	3.00
Karpusan Forest	L	R	6.50	6.00	5.30
Kjeldoran Royal Guard	R	R	4.80	3.90	3.00
Knight Errant	W	C	0.25	0.20	0.10
Knighthood	W	U	1.00	0.90	0.50
Lava Axe	R	C	0.25	0.20	0.10
Leshra's Rite	B	R	1.00	0.80	0.50
Levitation	U	U	1.00	0.80	0.50
Lightning Blast	R	C	0.25	0.20	0.10
Lightning Elemental	R	C	0.25	0.20	0.10
Llanowar Elves	G	C	0.25	0.25	0.20
Lone Wolf	G	C	0.25	0.20	0.10
Longbow Archer	W	U	1.40	1.00	1.00
Looming Shade	B	C	0.25	0.20	0.10
Lord of Atlantis	R	U	5.20	4.80	4.00
Lure	G	U	1.00	0.80	0.50
Mahamoti Djinn	R	R	6.40	6.00	5.10
Mana Breach	U	U	1.00	0.90	0.50
Mana Clash	R	R	4.50	3.00	2.60
Mana Short	U	U	5.00	3.00	3.00
Marble Diamond	A	U	1.00	1.00	1.00
Maro	G	U	5.20	5.00	4.30
Master Healer	W	R	4.20	3.90	3.00
Mawcor	U	U	4.00	4.00	3.10
Meekstone	A	R	4.80	4.00	3.00
Megrim	B	R	1.80	1.00	1.00
Memory Lapse	U	C	0.25	0.25	0.15
Merfolk Looter	U	U	1.00	1.00	0.60
Merfolk of the Pearl Trident	G	C	0.25	0.20	0.10
Might of Oaks	G	R	6.80	5.90	5.00
Millstone	A	R	6.00	6.00	5.60
Mind Rot	B	C	0.25	0.20	0.10
Monstrous Growth	G	C	0.25	0.20	0.10
Moss Diamond	A	U	1.00	1.00	1.00
Mountain (4 versions)	L	L	0.15	0.10	0.10
Nature's Resurgence	G	R	4.90	4.00	3.00
Nature's Revolt	G	R	4.20	4.00	3.20
Nausea	B	C	0.25	0.20	0.10
Necrologia	B	U	1.00	0.90	0.50
Nightmare	B	R	6.00	6.00	4.40
Nocturnal Raid	B	U	1.00	0.80	0.50
Ogre Taskmaster	W	R	4.00	3.00	3.00
Okk	R	R	4.20	3.50	3.00
Opportunity	U	U	1.00	0.90	0.50
Opposition	U	R	6.00	5.80	5.00
Oppression	B	R	4.20	3.50	3.00
Orchid Artillery	R	U	1.00	0.80	0.50
Orchid Oriflamme	R	U	1.00	0.80	0.50
Ostracize	B	C	0.25	0.20	0.10
Pacifism	W	C	0.25	0.20	0.10
Pariah	W	R	5.20	4.80	4.00
Patagia Golem	A	U	1.00	0.80	0.50
Persecute	B	R	6.00	5.90	5.00
Phantom Warrior	U	U	1.00	1.00	0.60
Phyrexian Colossus	A	R	5.00	4.50	3.30
Phyrexian Hulk	A	U	1.00	0.90	0.50
Pillage	R	U	1.20	1.00	1.00
Pit Trap	A	U	1.00	0.90	0.50
Plague Beetle	B	C	0.25	0.20	0.10
Plains (4 versions)	L	L	0.15	0.10	0.10
Plains of Lions	U	U	1.00	1.00	0.60
Prodigious Sorcerer	U	C	0.25	0.20	0.10
Purify	W	U	5.00	4.00	3.30
Pygmy Pyrosaur	R	C	0.25	0.20	0.10
Pyroclasm	R	U	1.00	1.00	0.60
Pyrotechnics	R	U	1.00	0.90	0.50
Rag Man	B	R	3.40	2.80	2.10
Raging Goblin	R	C	0.25	0.20	0.10
Raise Dead	B	C	0.25	0.20	0.10
Rampant Growth	G	C	0.25	0.20	0.10
Razorfoot Griffin	W	C	0.25	0.20	0.10
Razortooth Rats	B	C	0.25	0.20	0.10
Reckless Embargement	R	R	4.80	4.00	3.10
Reclaim	G	C	0.25	0.20	0.10
Redwood Treefolk	G	C	0.25	0.20	0.10
Reflexes	R	C	0.25	0.20	0.10
Regeneration	G	C	0.25	0.20	0.10
Relentless Assault	R	U	5.00	4.50	4.00
Remove Soul	C	C	0.25	0.20	0.10
Reprisal	W	U	1.00	0.90	0.50
Reprocess	R	R	4.20	3.50	3.00
Revenant	B	R	4.30	4.00	3.10
Reverse Damage	W	U	5.00	4.00	3.00
Roil of Ruin	A	U	1.00	0.80	0.50

Rolling Stones	W	R	4.00	4.00	3.00
Rowen	G	R	4.80	4.00	3.10
Sabretooth Tiger	R	C	0.25	0.20	0.10
Sacred Ground	W	R	5.00	4.30	3.30
Sacred Nectar	W	C	0.25	0.20	0.10
Sage Owl	U	C	0.25	0.20	0.10
Samite Healer	W	C	0.25	0.20	0.10
Sanctimony	W	U	1.00	1.00	0.60
Scathe Zombies	B	C	0.25	0.20	0.10
Scavenger Folk	G	U	1.00	0.80	0.50
Sea Monster	U	C	0.25	0.20	0.10
Seasoned Marshal	W	U	1.00	0.90	0.50
Seeker of Skybreak	G	C	0.25	0.20	0.10
Seismic Assault	R	R	5.40	5.00	4.60
Serpent Warrior	B	C	0.25	0.20	0.10
Serra Advocate	W	U	1.00	1.00	0.60
Serra Angel	W	R	9.30	8.80	6.30
Serra's Embrace	W	U	1.00	1.00	0.80
Shanodin Dryads	G	C	0.25	0.20	0.10
Shatter	R	C	0.25	0.20	0.10
Shield Wall	W	C	0.25	0.20	0.10
Shivan Dragon	R	R	11.25	10.00	8.50
Shock	R	C	0.25	0.25	0.10
Sisay's Ring	A	U	1.00	1.00	0.50
Sky Diamond	A	U	1.00	1.00	1.00
Skyshroud Falcon	W	C	0.25	0.20	0.10
Sleight of Hand	U	C	0.25	0.25	0.10
Soul Feast	B	U	1.00	0.90	0.50
Soul Net	A	U	1.00	0.80	0.50
Southern Paladin	W	R	5.00	4.00	3.00
Spellbook	A	U	1.00	1.00	1.00
Spined Wurm	G	C	0.25	0.20	0.10
Spineless Thug	B	C	0.25	0.20	0.10
Spirit Link	W	U	1.00	1.00	1.00
Spirit Earth	R	C	0.25	0.20	0.10
Squall	G	C	0.25	0.20	0.10
Standing Troops	W	C	0.25	0.20	0.10
Starlight	W	U	1.00	0.80	0.50
Static Orb	A	R	5.50	5.00	4.00
Staunch Defenders	W	U	1.00	0.80	0.50
Steal Artifact	U	U	1.00	0.80	0.50
Stone Rain	R	C	0.25	0.20	0.10
Storm Cauldron	A	R	4.20	4.00	3.00
Storm Crow	U	C	0.25	0.20	0.10
Storm Shaman	R	U	1.00	0.90	0.50
Strands of Night	B	U	1.00	1.00	0.60
Stream of Life	G	C	0.25	0.20	0.10
Stronghold Assassin	R	R	5.00	4.50	3.30
Sudden Impact	B	U	1.00	0.90	0.50
Sulfurous Springs	L	R	6.20	6.00	5.30
Sunweb	W	R	4.30	4.00	3.00
Sustainer of the Realm	W	U	1.00	0.90	0.50
Swamp (4 versions)	L	L	0.15	0.10	0.10
Tainted Ether	B	R	4.40	4.00	3.00
Teferi's Puzzle Box	A	R	4.00	4.00	3.30
Telepathic Spies	U	C	0.25	0.20	0.10
Telepathy	U	U	1.00	0.80	0.50
Temporal Adept	U	R	5.20	5.00	3.40
Thieving Mage	U	U	1.00	1.00	0.80
Thorn Elemental	G	R	6.90	6.20	5.00
Thoughtleech	G	U	1.00	0.80	0.50
Throne of Bone	A	U	1.00	0.80	0.50
Tolarian Winds	U	C	0.25	0.20	0.10
Trained Armadon	G	C	0.25	0.20	0.10
Trained Orgg	R	R	4.90	4.00	3.10
Tranquility	G	C	0.25	0.20	0.10
Treasure Trove	U	U	1.00	0.80	0.50
Treelock Seedlings	G	U	1.00	0.80	0.50
Tremor	R	C	0.25	0.20	0.10
Twiddle	U	C	0.25	0.20	0.10
Uktabi Wildcats	R	R	4.20	3.80	3.00
Underground River	L	R	6.90	6.20	5.30
Unholy Strength	B	C	0.25	0.20	0.10
Unsummon	U	C	0.25	0.20	0.10
Untamed Wilds	G	U	1.00	0.80	0.50
Venerable Monk	W	C	0.25	0.20	0.10
Vengeance	W	U	1.00	1.00	0.50
Verduran Enchantress	R	R	4.70	3.00	3.00
Vernal Bloom	G	R	4.80	4.00	3.00
Vigilant Drake	U	C	0.25	0.20	0.10
Vizzerdrix	U	R	5.00	4.00	3.00
Volcanic Hammer	R	C	0.25	0.20	0.10
Wall of Air	U	U	1.00	0.80	0.50
Wall of Bone	B	U	1.00	0.80	0.50
Wall of Fire	R	U	1.00	0.80	0.50
Wall of Spears	A	U	1.00	0.80	0.50
Wall of Swords	W	U	1.00	0.80	0.50
Wall of Wonder	U	R	4.30	3.00	2.60
Western Paladin	B	R	5.00	4.00	3.00
Wild Growth	G	C	0.25	0.20	0.10
Wildfire	R	R	5.60	4.90	4.00
Wind Dancer	U	U	1.00	0.80	0.50
Wind Drake	U	C	0.25	0.20	0.10
Wing Snare	G	U	1.00	0.90	0.50
Wood Elves	G	C	0.25	0.20	0.10
Wooden Sphere	A	U	1.00	0.80	0.50
Worship	W	R	6.20	6.00	6.00
Wrath of God	W	R	8.90	7.50	6.10
Yavimaya Enchantress	G	U	1.00	1.00	0.50
Yawgmoth's Edict	B	U	1.00	1.00	0.50
Total			712.55	618.00	486.90



Arabian Nights Set	954.25	895.00	672.50
Arabian Nights Booster Box	6172.00	5781.25	5390.75
Arabian Nights Booster pack	126.50	121.75	116.75

CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Abu Ja'far	W	U3	4.30	4.00	2.80
Aladdin	R	U2	7.20	5.00	4.50
Aladdin's Lamp	A	U2	5.00	5.00	3.00
Aladdin's Ring	A	U2	5.00	5.00	4.50
Ali Baba	R	U3	4.50	4.50	2.30
Ali from Cairo	R	U2	74.50	68.00	65.50
Army of Allah (a) & (b)	W	C1/C35.10	5.00	3.30	
Bazaar of Baghdad	L	U3	18.00	16.00	15.50
Bird Maiden (a) & (b)	R	C2	3.00	2.50	2.30
Bottle of Suleiman	A	U2	6.40	5.00	4.00
Brass Man	A	U3	4.00	2.50	2.00
Camel	W	C5	2.00	1.80	1.00
City in a Bottle	A	U2	20.00	18.00	17.75
City of Brass	L	U3	28.00	25.00	24.50
Cuombajj Witches	B	C4	2.70	1.40	1.00
Cyclone	G	U3	4.00	4.00	3.30
Dancing Scimitar	A	U2	5.50	5.00	3.50
Dandan	U	C4	2.20	2.00	1.50
Desert	L	C11	4.00	4.00	3.50
Desert Nomads	R	C4	4.00	3.30	2.80
Desert Twister	G	U3	5.00	5.00	4.80
Diamond Valley	L	U2	62.00	55.00	55.00
Drop of Honey	G	U2	40.00	34.00	31.00
Ebony Horse	U	C2	4.80	4.00	4.00
Elephant Graveyard	L	U2	25.50	25.00	18.75
El-Hajjaj	B	U2	6.90	5.00	4.50
Erg Raiders (a) & (b)	B	C2/C32.60	2.00	1.50	
Erfnam Djinn	U	C2	25.25	20.00	18.75
Eye for an Eye	W	U3	5.00	5.00	3.00
Fishlioor Oil (a) & (b)	U	C1/C32.10	2.00	1.00	
Flying Carpet	A	U3	5.10	5.00	3.50
Flying Men	U	C5	5.10	5.00	4.50
Ghazban Ogre	G	C4	3.30	1.70	1.00
Giant Tortoise (a) & (b)	U	C1/C31.60	1.00	1.00	
Guardian Beast	B	E2	67.50	58.00	55.00
Hasran Ogres (a) & (b)	B	C2/C33.30	2.00	1.00	
Hurr Jackal	R	C4	3.20	3.00	2.00
Ith-Biff Efreet	G	U2	29.25	28.00	23.50
Island Fish Jasconius	U	U2	6.40	5.00	4.00
Island of Wak-Wak	L	U2	35.00	30.00	24.00
Jando's Ring	A	U2	6.00	6.00	3.50
Jando's Saddlebags	A	U2	5.50	5.00	4.00
Jeweled Bird	U	U2	7.10	6.00	5.00
Jihad	W	U2	40.00	40.00	38.00
Junun Efreet	B	U2	10.75	10.00	9.00
Juzarm Djinn	B	U2	184.50	180.00	171.50
Khabal Ghoul	B	U3	41.00	33.00	30.50
King Suleiman	U	U2	20.00	18.00	17.00
Kird Ape	R	C5	5.40	4.80	3.60
Library of Alexandria	L	U3	316.50	100.00	95.00
Magnetic Mountain	R	U3	5.40	4.50	3.80
Merchant Ship	U	U3	5.50	5.00	4.80
Metamorphosis	G	C4	3.00	3.00	1.80
Mijae Djinn	U	U2	8.00	7.90	5.50
Moorish Cavalry (a) & (b)	W	C1/C44.70	4.00	2.50	
Mountain	L	C1	6.00	6.00	4.00
Oasis	L	U4	3.80	3.00	2.80
Old Man of the Sea	U	U2	32.50	25.00	22.50
Oubliette (a) & (b)	B	C2	4.10	4.00	4.00
Piety (a) & (b)	W	U2	5.80	5.50	3.00
Pyramids	A	U2	25.75	25.00	23.50
Repentant Blacksmith	W	U2	6.40	5.00	4.50
Ring of Ma'ruf	A	U3	36.00	35.00	27.50
Rukh Egg (a) & (b)	R	C1/C312.00	12.00	9.00	
Sandals of Abdallah	A	U3	6.00	5.00	4.50
Sandstorm	G	C4	2.10	2.00	1.00
Serendib Djinn	U	U2	24.00	22.00	19.00
Serendib Efreet	U	U2	30.00	30.00	23.00
Shahrazad	W	U2	25.75	25.00	20.50
Sindbad	U	U3	6.00	5.80	4.50
Singing Tree	G	U2	32.50	25.00	24.50
Sorceress Queen	B	U3	10.25	8.00	6.30
Stone-Throwing Devils (a) & (b)	B	C1/C35.10	5.00	4.50	
Unstable Mutation	U	C5	2.60	2.00	1.50
War Elephant (a) & (b)	W	C1/C35.20	5.00	3.00	
Wyluli Wolf (a) & (b)	U	C1/C42.50	2.00	1.80	
Ydwen Efreet	R	U2	12.00	11.00	10.50
Total			1300.10	1179.70	1162.50

Magic: The Gathering



Aldor's Tomb	A	R	7.00	6.00	5.00
All Hallow's Eve	B	R	28.25	19.50	8.50
Amrou Kithkin	W	C	0.60	0.25	0.25
Angelic Voices	W	R	9.50	6.00	5.00
Angel Mackenzie	U	R	7.80	5.00	5.00
Anti-Magic Aura	U	C	0.90	0.60	0.25
Arborea	U	R	1.90	1.50	1.00
Arcades Sabboth	U	R	11.00	8.00	7.00
Arena of the Ancients	A	R	6.30	5.00	5.00
Avoid Fate	G	C	0.80	0.50	0.25
Axelrod Gunnarson	G	R	7.30	6.00	5.00
Ayesha Tanaka	D	R	6.80	6.00	5.00
Azure Drake	U	R	1.20	1.00	1.00
Backdraft	R	U	1.90	1.50	1.00
Backfire	U	R	1.40	1.10	1.00
Barbary Apes	G	C	0.80	0.50	0.25
Barktooth Warbeard	U	R	1.40	1.10	1.00
Bartel Runeaxe	D	R	8.50	6.00	5.00
Beasts of Bogardan	U	R	1.20	1.00	1.00
Black Mana Battery	A	U	1.50	1.30	1.00
Blazing Effigy	C	R	0.60	0.25	0.25
Blight	R	B	1.40	1.10	1.00
Blood Lust	R	U	2.40	1.10	1.00
Blue Mana Battery	A	U	1.50	1.30	1.00
Boomerang	U	C	0.60	0.25	0.25
Boris Deviltongue	D	R	9.00	7.00	5.50
Brine Hag	U	R	1.20	1.10	1.00
Bronze Horse	A	R	5.00	5.00	5.00
Carion Ants	B	R	7.50	5.00	5.00
Cat Warriors	G	C	0.60	0.25	0.25
Cathedral of Serra	L	U	1.20	1.00	1.00
Caverns of Despair	R	R	8.30	5.50	5.00
Chain Lightning	C	R	1.90	1.50	0.25
Chains of Mephistopheles	R	B	19.25	15.00	13.75
Chromium	D	R	10.75	9.00	7.50
Cleanse	W	R	11.25	10.00	6.00
Clergy of the Holy Nimbus	W	C	0.60	0.25	0.25
Cocoon	G	U	1.20	1.00	1.00
Concordant Crossroads	R	G	7.90	7.00	5.00
Cosmic Horror	B	R	8.30	5.00	5.00
Craw Giant	G	U	1.80	1.10	1.00
Crevasse	U	R	1.20	1.00	1.00
Crimson Kobolds	R	C	1.00	0.80	0.25
Crimson Manticores	R	R	7.50	6.00	5.00
Crookshank Kobolds	R	C	0.70	0.25	0.25
Cyclopean Mummy	B	C	0.80	0.50	0.25
D'Avenant Archer	W	C	0.60	0.25	0.25
Dakkon Blackblade	D	R	9.20	7.00	6.50
Darkness	B	C	0.60	0.50	0.25
Deadfall	G	U	1.40	1.10	1.00
Demonic Torment	B	R	1.20	1.00	1.00
Devouring Deep	U	C	0.60	0.25	0.25
Disharmony	R	B	6.80	6.00	5.00
Divine Intervention	W	R	7.80	5.50	5.00
Divine Offering	W	C	0.80	0.50	0.25
Divine Transformation	W	R	7.30	5.50	5.00
Dream Coat	U	R	1.20	1.00	1.00
Durkwood Boars	G	C	0.60	0.25	0.25
Dwarven Song	R	U	1.50	1.30	1.00
Elder Land Wurm	W	R	8.00	6.00	5.00
Elder Spawn	U	R	6.50	5.50	5.00
Elven Riders	G	R	6.40	5.50	5.00
Emerald Dragonfly	C	R	0.80	0.50	0.25
Enchanted Being	W	C	0.60	0.25	0.25
Enchantment Alteration	U	C	0.60	0.50	0.25
Energy Tap	U	C	0.60	0.25	0.25
Equinox	W	C	0.70	0.25	0.25
Eternal Warrior	U	R	1.20	1.00	1.00
Eureka	R	G	31.00	30.00	19.50
Evil Eye of Orms-by-Gore	B	U	1.40	1.10	1.00
Fallen Angel	B	U	4.30	2.00	1.00
Falling Star	R	R	13.25	8.00	6.30
Faint	R	C	0.60	0.25	0.25
Field of Dreams	U	R	13.00	8.00	6.50
Fire Sprites	G	C	0.60	0.25	0.25
Firestorm Phoenix	R	R	17.25	11.50	10.00
Flash Counter	U	C	0.60	0.50	0.25
Flash Flood	U	C	0.60	0.25	0.25
Floral Spuzzum	G	U	1.40	1.10	1.00
Force Spike	U	C	0.60	0.25	0.25
Forethought Amulet	A	R	8.90	8.00	6.50
Fortified Area	W	U	1.20	1.00	1.00
Frost Giant	R	U	1.70	1.50	1.00

Gabriel Angelfire	D	R	9.00	8.00	6.00
Gaseous Form	U	C	0.60	0.25	0.25
Gauntlets of Chaos	A	R	9.30	7.00	5.50
Ghosts of the Damned	B	C	0.80	0.50	0.25
Giant Slug	B	C	0.80	0.50	0.25
Giant Strength	R	C	0.60	0.25	0.25
Giant Turtle	G	C	0.60	0.25	0.25
Glyph of Delusion	U	C	0.60	0.25	0.25
Glyph of Destruction	R	C	0.60	0.25	0.25
Glyph of Doom	B	C	0.80	0.50	0.25
Glyph of Life	W	C	0.60	0.25	0.25
Glyph of Reincarnation	G	C	0.60	0.25	0.25
Gosta Dirk	D	R	8.00	6.00	5.00
Govista Sphere	R	R	15.00	14.00	12.50
Great Defender	W	U	1.20	1.00	1.00
Great Wall	W	U	1.40	1.10	1.00
Greater Realm of Preservation	W	U	1.40	1.10	1.00
Greed	B	R	5.80	5.00	5.00
Green Mana Battery	A	U	1.50	1.30	1.00
Gwendilyn Di Corci	D	R	12.25	7.00	6.30
Halidane	D	R	8.00	6.00	5.50
Hammerheim	L	U	1.40	1.10	1.00
Hazeon Tamar	D	R	8.30	6.00	5.50
Headless Horseman	B	C	0.60	0.25	0.25
Heaven's Gate	W	U	1.20	1.00	1.00
Hell Swarm	C	R	0.80	0.50	0.25
Hell's Caretaker	B	R	8.00	8.00	7.00
Hellfire	R	D	12.00	11.00	10.00
Holy Day	W	C	0.60	0.25	0.25
Horn of Deafening	A	R	7.30	6.00	5.00
Hornet Cobra	G	C	0.60	0.25	0.25
Horror of Horrors	B	U	1.40	1.10	1.00
Hunding Gjornersen	D	U	1.40	1.10	1.00
Hyperion Blacksmith	R	U	1.40	1.10	1.00
Ichneumon Druid	G	U	1.40	1.10	1.00
Immolation	R	C	0.60	0.25	0.25
Imprison	B	R	8.30	6.00	5.30
In the Eye of Chaos	U	R	8.30	6.00	5.30
Indestructible Aura	W	C	0.60	0.25	0.25
Infernal Medusa	B	U	1.70	1.50	1.00
Infinite Authority	W	R	7.80	6.00	5.30
Invoke Prejudice	U	R	8.30	6.00	5.00
Ivory Guardians	W	U	1.40	1.10	1.00
Jacques le Vert	D	R	8.30	6.00	6.00
Jasmine Boreale	D	U	1.40	1.10	1.00
Jedit Ojanen	U	R	2.80	1.10	1.00
Jerrard of the Closed Fist	D	U	1.40	1.10	1.00
Johan	D	R	7.90	7.00	5.00
Jovial Evil	B	R	9.80	9.00	7.50
Juxtapose	U	R	7.50	6.00	5.00
Karakas	L	U	2.30	1.10	1.00
Kasimir the Lone Wolf	D	U	1.40	1.10	1.00
Keepers of the Faith	W	C	0.60	0.25	0.25
Kei Takahashi	D	R	7.30	5.50	5.00
Killer Bees	G	R	9.30	5.00	5.00
Kismet	W	U	1.80	1.10	1.00
Knowledge Vault	A	R	6.80	6.00	5.50
Kobold Drill Sergeant	R	U	2.70	1.50	1.00
Kobold Overlord	R	R	8.00	8.00	6.00
Kobold Taskmaster	R	U	2.70	1.50	1.00
Kobolds of Kher Keep	R	C	0.70	0.25	0.25
Kry Shield	A	U	1.50	1.30	1.00
Lady Galerix	D	R	7.70	6.00	5.50
Lady Evangela	D	R	7.70	6.00	5.50
Lady Orca	D	U	1.80	1.10	1.00
Land Equilibrium	U	R	12.50	6.50	5.50
Land Tax	W	U	6.30	5.00	2.50
Land's Edge	R	R	7.70	6.00	5.50
Lesser Werewolf	B	U	1.40	1.10	1.00
Life Chisel	A	U	1.80	1.10	1.00
Life Matrix	A	R	8.40	6.50	5.50
Lifeblood	W	R	8.30	6.00	5.50
Living Plane	G	R	13.25	6.00	5.30
Livomya Silone	D	R	8.00	6.00	5.50
Lord Magnus	D	U	1.60	1.10	1.00
Lost Soul	B	C	0.80	0.50	0.25
Luna Drain	U	U	32.00	18.00	9.50
Mana Matrix	A	R	9.30	7.00	5.50
Marble Priest	A	U	1.20	1.00	1.00
Marhault Eldragon	D	U	1.40	1.10	1.00
Master of the Hunt	G	R	16.75	7.00	6.30
Mirror Universe	A	R	77.00	67.50	63.00
Moat	W	R	51.25	40.00	37.50
Mold Demon	B	R	6.80	6.00	5.50
Moss Monster	G	C	0.80	0.50	0.25
Mountain Stronghold	L	U	1.20	1.00	1.00
Mountain Yeti	R	U	1.20	1.00	1.00
Nebuchadnezzar	D	R	8.00	8.00	5.50
Nether Void	B	R	30.75	30.00	27.00
Nicol Bolas	D	R	12.00	11.00	8.00
North Star	A	R	7.20	6.00	5.50
Nova Pentacle	A	R	10.00	10.00	6.50
Osai Vultures	W	C	0.60	0.25	0.25
Palladia-Mors	D	R	10.25	8.00	7.00
Pant Water	U	U	1.20	1.00	1.00
Pavel Maliki	D	U	1.40	1.10	1.00
Pendelhaven	L	U	2.80	1.10	1.00
Petra Sphinx	W	R	7.50	6.00	5.00
Pit Scorpion	B	C	0.60	0.25	0.25
Pixie Queen	G	R	9.00	6.00	5.50
Planar Gate	A	R	9.50	8.00	6.50
Pradesh Gypsies	G	U	1.20	1.00	1.00
Presence of the Master	W	U	1.40	1.10	1.00
Primordial Ooze	R	U	1.20	1.00	1.00
Princess Lucrezia	D	U	2.80	2.00	1.00
Psionic Entity	U	R	7.50	6.00	5.00
Psychic Purge	U	C	0.70	0.50	0.25
Puppet Master	U	U	1.20	1.00	1.00
Pyrotechnics	R	C	0.60	0.50	0.25

Quagmire	B	U	1.40	1.10	1.00
Quarum Trench Gnomes	R	R	7.40	5.00	5.00
Rabid Wombat	G	U	1.40	1.10	1.00
Radjan Spirit	G	U	1.20	1.00	1.00
Raging Bull	R	C	0.60	0.25	0.25
Ragnar	D	R	8.00	6.00	5.50
Ramirez DePietro	D	U	2.70	1.50	1.00
Ramesses Overdark	D	R	8.00	8.00	6.50
Rapid Fire	W	R	7.30	6.00	5.50
Rasputin Dreamweaver	D	R	6.40	5.50	5.00
Rebirth	C	R	5.70	5.00	5.00
Recall	U	R	10.25	7.00	5.50
Red Mana Battery	A	U	1.50	1.30	1.00
Reincarnation	G	U	1.20	1.00	1.00
Relic Barrier	A	U	2.40	1.50	1.00
Relic Bind	U	U	1.40	1.10	1.00
Remove Enchantments	W	C	0.60	0.50	0.25
Remove Soul	U	C	0.60	0.25	0.25
Reset	U	U	2.90	1.50	1.00
Revelation	G	R	7.00	6.00	5.50
Reverberation	U	R	8.50	6.00	5.50
Righteous Avengers	W	U	1.30	1.00	1.00
Ring of Immortals	A	R	6.80	6.00	5.50
Riven Turnbull	D	U	1.20	1.00	1.00
Rohgahh of Kher Keep	D	R	10.50	6.00	5.00
Rubinia Soulsinger	D	R	8.50	7.50	6.00
Rust	G	C	0.60	0.25	0.25
Sea King's Blessing	U	U	1.40	1.10	1.00
Seafarer's Quay	L	U	1.20	1.00	1.00
Seeker	W	U	1.20	1.00	1.00
Segovian Leviathan	U	U	1.20	1.00	1.00
Sentinel	A	R	6.80	6.00	5.30
Serpent Generator	A	R	7.70	6.00	5.30
Shelkin Brownie	G	C	0.60	0.25	0.25
Shield Wall	W	U	1.20	1.00	1.00
Shimian Night Stalker	B	U	1.20	1.00	1.00
Silhouette	U	U	1.20	1.00	1.00
Sir Shandalar of Ebyrn	D	U	1.80	1.10	1.00
Sivriti Scarzam	D	U	1.40	1.10	1.00
Solkanar the Swamp King	D	R	11.75	9.50	8.00
Spectral Cloak	U	U	2.30	1.50	1.00
Spinal Villain	R	R	13.25	8.00	6.00
Spirit Link	W	U	3.80	1.10	1.00
Spirit Shackles	B	C	0.60	0.25	0.25
Spiritual Sanctuary	W	R	7.30	6.00	5.50
Stang	D	R	7.40	6.00	5.50
Storm Seeker	R	U	2.70	1.50	1.00
Storm World	B	R	8.50	6.00	5.50
Subdue	G	C	0.80	0.50	0.25
Sunastion Falconer	D	U	1.90	1.50	1.00
Sword of the Ages	A	R	22.50	15.00	7.50
Sylvan Library	G	U	7.00	5.00	3.00
Sylvan Paradise	G	U	1.40	1.10	1.00
Syphon Soul	B	C	0.70	0.25	0.25
Takklemaggot	B	U	1.20	1.00	1.00
Telekinesis	U	R	6.90	5.50	5.00
Teleport	U	R	7.50	6.00	5.50
Tempest Ereet	R	R	6.70	6.00	5.50
Tetsuo Umezawa	D	R	9.80	7.00	5.50
The Abyss	B	R	51.25	45.00	37.50
The Brute	C	C	0.60	0.25	0.25
The Lady of the Mountain	D	U	1.40	1.10	1.00
The Tabernacle at Pendrell Vale	L	R	22.25	15.00	10.00
The Wretched	B	R	9.30	6.00	5.50
Thunder Spirit	W	R	25.00	23.50	7.00
Time Elemental	U	R	13.25	8.00	7.00
Tobias Andron	D	U	1.40	1.10	1.00
Tolaria	L	U	1.80	1.10	1.00
Tor Wauki	D	U	2.00	2.00	1.00
Torsten Von Ursus	D	U	1.40	1.10	1.00
Touch of Darkness	B	U	1.20	1.10	1.00
Transmutation	B	C	0.60	0.25	0.25
Triassic Egg	A	R	7.50	5.80	5.00
Tukinr Deathlock	D	R	8.30	6.00	5.50
Tundra Wolves	W	C	0.60	0.25	0.25
Typhoon	G	R	8.30	6.00	5.00
Underfoot	U	U	1.20	1.10	1.00
Underworld Dreams	B	R	22.50	18.00	6.50
Unholy Citadel	L	U	1.20	1.00	1.00
Untamed Wilds	G	U	1.20	1.00	1.00
Urborg	L	U	2.20	1.50	1.00
Ur-Drago	D	R	7.70	5.50	5.00
Vaevisits Asmadi	D	R	11.00	8.00	6.00
Vampire Bats	B	C	0.60	0.25	0.25
Venarian Gold	U	C	0.60	0.25	0.25
Visions	W	U	1.20	1.00	1.00
Voodoo Doll	A	R	6.00	5.50	5.00
Walking Dead	B	C	0.60	0.25	0.25
Wall of Catprows	W	C	0.60	0.25	0.25
Wall of Dust	R	U	1.20	1.00	1.00
Wall of Earth	R	C	0.60	0.25	0.25
Wall of Heat	R	C	0.60	0.25	0.25
Wall of Light	W	U	1.40	1.10	1.00
Wall of Opposition	R	R	7.30	5.50	5.00
Wall of Putrid Flesh	B	U	1.20	1.00	1.00
Wall of Shadows	B	C	0.60	0.25	0.25
Wall of Tombstones	B	U	1.20	1.00	1.00
Wall of Vapor	U	C	0.60	0.25	0.25
Wall of Wonder	U	U	1.20	1.00	1.00
Whirling Dervish	G	U	1.40	1.10	1.00
White Mana Battery	A	U	1.50	1.50	1.00
Willow Satyr	R	G	7.30	5.30	5.00
Winds of Change	R	U	1.50	1.30	1.00
Winter Blast	R	G	6.00	5.50	5.00
Wolverine Pack	G	C	0.60	0.25	0.25
Wood Elemental	G	R	6.00	5.50	5.00
Xira Arien	D	R	7.30	6.00	5.50
Zephyr Falcon	U	C	0.60	0.25	0.25
Total			1613.80	1238.00	101.00

Squire	W	C3	0.25	0.25	0.15
Standing Stones	A	U2	2.00	1.00	1.00
Stone Calendar	A	U1	4.00	2.00	1.00
Sunken City	U	C3	0.25	0.25	0.15
Tangle Kelp	U	U2	1.00	1.00	1.00
The Fallen	B	U2	1.00	1.00	1.00
Tivadar's Crusade	W	U2	1.00	1.00	1.00
Tormod's Crypt	A	U2	2.00	1.00	1.00
Tower of Coirall	U	U2	1.00	1.00	1.00
Tracker	G	U1	5.00	4.00	3.50
Ustav Icelan	B	U2	1.00	1.00	1.00
Venom	G	C3	0.25	0.25	0.15
Wand of Ith	A	U2	3.00	2.00	1.00
War Barge	A	U2	1.00	1.00	1.00
Water Wurm	U	C3	0.25	0.25	0.15
Whippoorwill	G	U2	1.00	1.00	1.00
Witch Hunter	W	U1	4.00	2.00	2.00
Word of Binding	G	C3	0.25	0.25	0.15
Worms of the Earth	B	U1	5.00	2.00	2.00
Wormwood Treefolk	G	U1	4.00	3.00	2.00
Total			250.05	182.50	148.75

Fallen Empires

102 Cards

Fallen Empires Set	34.50	34.25	33.75
Fallen Empires Booster Box	57.75	57.50	57.25
Fallen Empires Booster Pack	1.80	1.80	1.70

CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Aeolipie	A	U1	1.80	1.00	1.00
Armor Thrull #1-4	B	C1	0.25	0.25	0.25
Balm of Restoration	A	U1	1.50	1.00	1.00
Basal Thrull #1-4	B	C1	0.25	0.25	0.25
Bottomless Vault	L	U1	2.00	1.50	1.00
Brassclaw Orcs #1-4	R	C1	0.25	0.25	0.25
Breeding Pit	B	U3	1.00	1.00	0.60
Comb Medic #1-4	W	C1	0.25	0.25	0.25
Conch Horn	A	U1	1.70	1.00	1.00
Deep Spawn	U	U3	1.00	1.00	0.60
Delif's Cone	A	C1	0.25	0.25	0.25
Delif's Cube	A	U1	1.00	1.00	1.00
Derelor	B	U1	3.00	2.70	2.10
Dracorian Cylx	A	U1	1.80	1.00	1.00
Dwarven Armorer	R	U1	1.80	1.00	1.00
Dwarven Catapult	G	U3	0.90	0.80	0.60
Dwarven Elf	L	U1	2.40	1.80	1.10
Dwarven Lieutenant	G	U3	0.90	0.80	0.60
Dwarven Ruins	L	U2	1.00	1.00	1.00
Dwarven Soldier #1-3	R	C1	0.25	0.25	0.25
Ebon Praetor	B	U1	2.00	1.50	1.00
Ebon Stronghold	L	U2	1.00	1.00	1.00
Elven Fortress #1-4	G	C1	0.25	0.25	0.25
Elven Lyre	A	U1	1.70	1.00	1.00
Elvish Farmer	G	U1	1.80	1.00	1.00
Elvish Hunter #1-3	G	C1	0.25	0.25	0.25
Elvish Scout #1-3	G	C1	0.25	0.25	0.25
Farrelite Priest	W	U3	0.80	0.50	0.50
Farrel's Mantle	W	U3	0.90	0.80	0.60
Farrel's Zealot #1-3	W	C1	0.25	0.25	0.25
Feral Thrall	G	U3	0.90	0.80	0.60
Fungal Bloom	G	U1	2.00	1.50	1.00
Goblin Chirurgeon #1-3	R	C1	0.25	0.25	0.25
Goblin Flotilla	R	U1	1.80	1.00	1.00
Goblin Grenade #1-3	R	C1	0.25	0.25	0.25
Goblin Kites	R	U3	0.90	0.80	0.60
Goblin War Drums #1-4	R	C1	0.25	0.25	0.25
Goblin Warrens	R	U1	2.90	2.30	2.00
Hand of Justice	W	U1	2.40	2.00	1.30
Havenwood Battleground	L	U2	1.00	1.00	1.00
Heroism	W	U3	0.90	0.80	0.60
High Tide #1-3	U	C1	0.25	0.25	0.25
Hollow Trees	L	U1	2.80	1.50	1.00
Homarid Shaman	U	U1	1.70	1.00	1.00
Homarid Spawning Bed	U	U3	1.00	1.00	0.60
Homarid Warrior #1-3	U	C1	0.25	0.25	0.25
Homarid #1-4	U	C1	0.25	0.25	0.25
Hymn to Tourach #1-4	B	C1	0.45	0.25	0.25
Itanian Infantry #1-4	W	C1	0.25	0.25	0.25
Itanian Javelinners #1-3	W	C1	0.25	0.25	0.25
Itanian Lieutenant	W	U1	2.40	1.00	1.00
Itanian Priest	W	C1	0.25	0.25	0.25
Itanian Phalanx	W	U3	0.80	0.50	0.50
Itanian Scout #1-4	W	U3	0.80	0.50	0.50
Itanian Skirmishers	W	U1	1.00	1.00	1.00
Itanian Store	L	U1	2.00	2.00	1.60
Itanian Town	W	U1	2.90	2.30	1.30
Implements of Sacrifice	A	U1	1.70	1.00	1.00
Initiates of the Ebon Hand #1-3B	C	C1	0.25	0.25	0.25
Mersene #1-4	U	C1	0.25	0.25	0.25
Mindstab Thrull #1-3	B	C1	0.25	0.25	0.25
Necrite #1-3	B	C1	0.25	0.25	0.25
Night Soil #1-3	G	C1	0.25	0.25	0.25
Orcish Captain	R	U3	0.90	0.80	0.60
Orcish Spy #1-3	R	C1	0.25	0.25	0.25
Orcish Veteran #1-4	R	C1	0.25	0.25	0.25
Order of Leitbur #1-3	W	C1	0.25	0.25	0.25
Order of the Ebon Hand #1-3	B	C1	0.25	0.25	0.25
Orgg	R	U1	3.00	2.40	1.30
Raiding Party	R	U3	0.90	0.80	0.60
Rainbow Vale	L	U1	3.60	3.00	1.90
Ring of Renewal	A	U1	2.00	1.50	1.00
River Merfolk	U	U1	2.00	1.50	1.00
Ruins of Trokair	L	U2	1.00	1.00	1.00
Sand Silos	L	U1	2.00	1.50	1.00
Seasinger	U	U3	1.00	1.00	0.60
Soul Exchange	B	U3	0.90	0.80	0.60

Spirit Shield	A	U1	1.00	1.00	1.00
Spore Cloud #1-3	G	C1	0.25	0.25	0.25
Spore Flower	G	U3	0.90	0.80	0.60
Syvelunite Priest	U	U3	0.90	0.80	0.60
Syvelunite Temple	L	U2	1.00	1.00	1.00
Thallid Devourer	G	U3	0.80	0.50	0.50
Thallid #1-4	G	C1	0.25	0.25	0.25
Thelonite Druid	G	U3	0.90	0.80	0.60
Thelonite Monk	U	U1	1.80	1.00	1.00
Thelon's Chant	G	U3	1.00	0.90	0.60
Thelon's Curse	G	U1	2.00	1.50	1.00
Thorn Thallid #1-4	G	C1	0.25	0.25	0.25
Thrull Champion	B	U1	2.00	1.80	1.10
Thrull Retainer	B	U3	0.80	0.50	0.50
Thrull Wizard	B	U3	0.90	0.80	0.60
Tidal Flats #1-3	U	C1	0.25	0.25	0.25
Tidal Influence	U	U3	0.90	0.80	0.60
Tourach's Chant	U	U3	0.90	0.80	0.60
Tourach's Knight	B	U1	2.00	1.50	1.00
Vodalian Knights	U	U1	2.00	1.50	1.00
Vodalian Mage #1-3	U	C1	0.25	0.25	0.25
Vodalian Soldiers #1-4	U	C1	0.25	0.25	0.25
Vodalian War Machine	U	U1	2.00	1.50	1.00
Zelyon Sword	A	U1	1.80	1.00	1.00
Total			110.65	86.75	69.55



373 Cards

Ice Age Set	172.75	170.75	168.50
Ice Age Starter Box	108.75	107.25	106.00
Ice Age Booster Box	122.75	121.75	121.00
Ice Age Starter Deck	12.00	12.00	11.75
Ice Age Booster Pack	5.50	5.00	4.90

CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Abyssal Specter	B	U1	1.00	1.00	0.70
Adarkar Sentinel	A	U1	1.00	0.80	0.50
Adarkar Unicorn	W	C2	0.25	0.25	0.15
Adarkar Wastes	L	R	6.00	5.70	5.30
Aegis of the Meek	A	R	3.00	3.00	2.80
Aggression	R	U1	1.00	1.00	0.70
Altar of Bone	D	R	3.00	3.00	3.00
Amulet of Quoz	R	A	3.00	3.00	2.40
Anarchy	R	U1	1.00	1.00	0.70
Arctic Foxes	W	C2	0.25	0.25	0.15
Arctic's Sleigh	A	U1	1.00	0.80	0.50
Arctic's Weathervane	A	U1	1.00	0.80	0.50
Arctic's Whistle	A	U1	1.00	0.80	0.50
Arenson's Aura	W	C2	0.25	0.25	0.15
Armor of Faith	W	C2	0.25	0.25	0.15
Armijot's Ascent	U	C2	0.25	0.25	0.15
Ashen Ghoul	B	U1	1.00	1.00	0.50
Aurochs	G	C2	0.25	0.25	0.15
Avalanche	R	U1	1.00	0.80	0.50
Balduvian Barbarians	R	C2	0.25	0.25	0.15
Balduvian Bears	G	C2	0.25	0.25	0.15
Balduvian Conjurer	U	U1	1.00	0.80	0.50
Balduvian Hydra	R	C2	0.25	0.25	0.15
Balduvian Shaman	U	C2	0.25	0.25	0.15
Barbarian Guides	R	C2	0.25	0.25	0.15
Barbed Sextant	A	C2	0.25	0.25	0.15
Baton of Morale	A	U1	1.00	0.80	0.50
Battle Cry	W	U1	1.00	1.00	0.70
Battle Frenzy	R	C2	0.25	0.25	0.15
Binding Grasp	U	U1	1.00	1.00	0.70
Black Scarab	W	U1	1.00	0.80	0.50
Blessed Wine	W	C2	0.25	0.25	0.15
Blinking Spirit	R	U1	5.00	4.80	3.00
Blizzard	G	R	3.00	3.00	3.00
Blue Scarab	W	U1	1.00	0.80	0.50
Bone Shaman	R	C2	0.25	0.25	0.15
Brainstorm	U	C2	0.25	0.25	0.15
Brand of Ill Omen	R	C2	0.25	0.25	0.15
Breath of Dreams	U	U1	1.00	0.80	0.50
Brine Shaman	B	C2	0.25	0.25	0.15
Brown Ouphe	G	C2	0.25	0.25	0.15
Brushland	L	R	5.60	5.10	5.00
Burnt Offering	B	C2	0.25	0.25	0.15
Call to Arms	W	R	3.20	3.00	3.00
Caribou Range	W	R	3.20	3.00	2.50
Celestial Sword	A	R	3.20	3.00	3.00
Centaur Archer	D	U1	1.00	0.80	0.50
Chaos Lord	R	R	3.20	3.00	2.80
Chaos Moon	R	R	3.00	3.00	3.00
Chromatic Armor	D	R	3.00	3.00	2.90
Chub Toad	G	C2	0.25	0.25	0.15
Circle of Protection: Black	W	C2	0.25	0.25	0.15
Circle of Protection: Blue	W	C2	0.25	0.25	0.15
Circle of Protection: Green	W	C2	0.25	0.25	0.15
Circle of Protection: Red	W	C2	0.25	0.25	0.15
Circle of Protection: White	W	C2	0.25	0.25	0.15
Clairvoyance	U	C2	0.25	0.25	0.15
Cloak of Confusion	B	C2	0.25	0.25	0.15
Cold Snap	W	U1	1.00	0.80	0.50
Conquer	R	U1	1.00	1.00	0.50
Cooperation	R	C2	0.25	0.25	0.15
Counterspell	U	C2	0.25	0.25	0.15
Crown of the Ages	A	R	3.00	3.00	2.90
Curse of Marit Lage	R	R	3.00	3.00	2.80
Dance of the Dead	B	U1	1.00	1.00	0.50
Dark Banishing	B	C2	0.25	0.25	0.15
Dark Ritual	W	C2	0.25	0.25	0.15
Death Ward	B	C2	0.25	0.25	0.15
Deflection	U	R	6.00	5.70	4.00
Demonic Consultation	B	U1	1.00	1.00	0.50
Despot's Scepter	A	R	3.00	3.00	2.00
Diabolic Vision	D	U1	1.00	0.80	0.50

Dire Wolves	G	C	0.25	0.25	0.15
Disenchant	W	C	0.25	0.25	0.15
Draw Wight	B	R	3.00	3.00	2.80
Dreams of the Dead	U	U	1.00	0.80	0.50
Drift of the Dead	B	U	1.00	0.80	0.50
Drought	W	U	1.00	1.00	0.70
Dwarven Armory	R	R	3.00	3.00	2.30
Earthlink	G	R	3.20	3.00	3.00
Earthlore	G	C	0.25	0.25	0.15
Elder Druid	G	R	3.20	3.00	3.00
Elemental Augury	R	R	3.00	3.00	3.00
Elkin Bottle	A	R	3.00	3.00	3.00
Elvish Healer	G	C	0.25	0.25	0.15
Enduring Renewal	W	R	6.80	5.10	3.90
Energy Storm	W	R	3.20	3.00	3.00
Enervate	U	C	0.25	0.25	0.15
Errant Minion	U	C	0.25	0.25	0.15
Errantry	R	C	0.25	0.25	0.15
Essence Filter	G	C	0.25	0.25	0.15
Essence Flare	U	C	0.25	0.25	0.15
Essence Vortex	D	U	1.00	0.80	0.50
Fanatical Fever	U	U	1.00	0.80	0.50
Fear	B	C	0.25	0.25	0.15
Fierly Justice	D	R	3.00	3.00	2.00
Fire Covenant	U	U	1.00	0.80	0.50
Flame Spirit	R	U	1.00	0.80	0.50
Flare	R	C	0.25	0.25	0.15
Flooded Woodlands	D	R	3.00	3.00	3.00
Flow of Maggots	B	R	3.00	3.00	2.40
Folk of the Pines	G	C	0.25	0.25	0.15
Forbidden Lore	G	R	3.20	3.00	2.50
Force Void	U	U	1.00	0.80	0.50
Forest (3 versions)	L	C	0.25	0.25	0.15
Forgotten Lore	G	U	1.00	0.80	0.50
Formation	W	R	3.00	3.00	2.50
Foul Familiar	B	C	0.25	0.25	0.15
Foxfire	G	C	0.25	0.25	0.15
Freyalise Suppliant	G	U	1.00	0.80	0.50
Freyalise's Charm	G	U	1.00	1.00	0.50
Freyalise's Winds	G	R	3.00	3.00	2.80
Fumarele	D	U	1.00	0.80	0.50
Fylgia	A	C	0.25	0.25	0.15
Fyndhorn Bow	A	U	1.00	0.80	0.50
Fyndhorn Brownie	G	C	0.25	0.25	0.15
Fyndhorn Elder	G	U	1.00	1.00	0.70
Fyndhorn Elves	G	C	0.25	0.25	0.15
Fyndhorn Pollen	G	R	3.00	3.00	2.50
Game of Chaos	R	R	3.00	3.00	2.70
Gangrenous Zombies	B	C	0.25	0.25	0.15
Gaze of Pain	B	C	0.25	0.25	0.15
General Jarkeld	W	R	3.20	3.00	2.80
Ghostly Flame	D	R	3.00	3.00	3.00
Giant Growth	G	C	0.25	0.25	0.15
Giant Trap Door Spider	D	U	1.00	0.80	0.50
Glacial Charm	L	U	1.00	0.80	0.50
Glacial Crevasses	R	R	3.00	3.00	3.00
Glacial Wall	U	U	1.00	1.00	0.50
Glaciers	R	R	3.70	3.00	3.00
Goblin Lyre	A	R	3.00	3.00	3.00
Goblin Mutant	R	U	1.00	0.80	0.50
Goblin Sappers	R	C	0.25	0.25	0.15
Goblin Ski Patrol	R	C	0.25	0.25	0.15
Goblin Snowman	R	U	1.00	0.80	0.50
Gorilla Pack	G	C	0.25	0.25	0.15
Gravebind	B	R	3.00	2.50	2.30
Green Scarab	W	U	1.00	0.80	0.50
Grizzled Wolverine	R	C	0.25	0.25	0.15
Hallowed Ground	W	U	1.00	0.80	0.50
Halls of Mist	L	R	3.20	3.00	3.00
Heal	W	C	0.25	0.25	0.15
Hecatombe	B	R	4.80	4.00	3.00
Hermatite Talisman	A	U	1.00	0.80	0.50
Hipparion	W	U	1.00	0.80	0.50
Hoar Shade	B	C	0.25	0.25	0.15
Hot Springs	G	R	3.00	3.00	2.80
Howl from Beyond	B	C	0.25	0.25	0.15
Hurricane	G	U	1.00	0.90	0.50
Hyalopterous Lemure	B	U	1.00	0.80	0.50
Hydroblast	U	C	0.25	0.25	0.15
Hymn of Rebirth	D	U	1.00	0.80	0.50
Ice Cauldron	A	R	3.00	3.00	2.00
Ice Floe	L	U	1.00	0.80	0.50
Iceberg	U	U	1.00	0.80	0.50
Icequake	B	U	1.00	1.00	0.70
Icy Manipulator	A	U	5.00	5.00	1.00
Icy Prison	U	R	3.00	3.00	2.80
Illusionary Forces	U	C	0.25	0.25	0.15
Illusionary Presence	U	R	3.00	3.00	3.00
Illusionary Terrain	U	U	1.00	0.80	0.50
Illusionary Wall	U	C	0.25	0.25	0.15
Illusions of Grandeur	R	R	4.90	4.50	3.70
Imposing Visage	R	C	0.25	0.25	0.15
Incorporate	R	C	0.35	0.25	0.15
Infernal Darkness	B	R	3.20	3.00	3.00
Infernal Denial	B	R	3.00	3.00	2.00
Infinite Hourglass	A	R	3.20	3.00	2.40
Infuse	U	C	0.25	0.25	0.15
Island (3 versions)	L	C	0.25	0.25	0.15
Jester's Cap	A	R	9.50	8.00	4.00
Jester's Mask	A	R	6.50	5.00	3.80
Jeweled Amulet	A	U	1.00	1.00	0.50
Johtull Wurm	G	U	1.00	1.00	0.70
Jokulhaups	R	R	6.40	5.80	4.00
Juniper Order Druid	G	C	0.25	0.25	0.15
Justice	W	U	1.00	1.00	0.70
Karplusan Forest	L	C	6.20	6.00	5.00
Karplusan Giant	R	U	1.00	1.00	0.70
Karplusan Yeti	R	R	3.20	3.00	3.00
Kelsingo Ranger	W	C	0.25	0.25	0.15
Kierldoran Dead	R	C	0.25	0.25	0.15



Skull Catapult	A	U	1.00	0.80	0.50
Sleight of Mind	U	U	1.00	1.00	0.70
Snow Devil	U	C	0.25	0.25	0.15
Snow Fortress	A	R	3.20	3.00	3.00
Snow Hound	W	U	1.00	0.80	0.50
Snowblind	G	R	3.20	3.00	2.00
Snow-Covered Forest	L	C	0.25	0.25	0.15
Snow-Covered Island	L	C	0.25	0.25	0.15
Snow-Covered Mountain	L	C	0.25	0.25	0.15
Snow-Covered Plains	L	C	0.25	0.25	0.15
Snow-Covered Swamp	L	C	0.25	0.25	0.15
Snowfall	U	C	0.25	0.25	0.15
Soldier Golem	A	R	3.00	3.00	3.00
Soldier Machinist	U	U	1.00	0.80	0.50
Soldier Simulacrum	A	U	1.00	0.80	0.50
Songs of the Damned	B	C	0.25	0.25	0.15
Soul Barrier	U	U	1.00	0.80	0.50
Soul Burn	B	C	0.25	0.25	0.15
Soul Kiss	B	C	0.25	0.25	0.15
Spectral Shield	D	U	1.00	0.80	0.50
Spoils of Evil	B	R	3.00	3.00	2.50
Spoils of War	B	R	3.20	3.00	3.00
Staff of the Ages	A	R	3.00	2.80	2.30
Stampede	D	R	3.10	3.00	3.00
Stench of Evil	B	U	1.00	0.80	0.50
Stone Rain	R	C	0.25	0.25	0.15
Stone Spirit	R	U	1.00	0.80	0.50
Stonehenge	R	C	0.25	0.25	0.15
Storm Spirit	D	R	3.20	3.00	3.00
Stormbind	D	R	4.00	3.80	3.20
Stormglad Cabal	B	R	3.00	3.00	2.00
Stunted Growth	G	R	3.00	3.00	3.00
Sulfurous Springs	L	R	6.30	6.00	5.00
Sunstone	U	U	1.00	0.80	0.50
Swamps (3 versions)	L	C	0.25	0.25	0.15
Swords to Plowshares	W	U	2.00	1.00	0.70
Tarpan	G	C	0.25	0.25	0.15
Thermokarst	G	U	1.00	0.80	0.50
Thoughtleech	G	U	1.00	0.80	0.50
Thunder Wall	U	U	1.00	0.80	0.50
Timberline Ridge	L	R	3.20	3.00	3.00
Time Bomb	A	R	3.20	3.00	3.00
Tinder Wall	G	C	0.25	0.25	0.15
Tor Giant	R	C	0.25	0.25	0.15
Total War	R	R	3.00	3.00	2.80
Touch of Death	B	C	0.25	0.25	0.15
Touch of Vitae	G	U	1.00	0.90	0.50
Trailblazer	G	R	3.00	3.00	2.80
Underground River	U	L	6.50	6.00	5.30
Updraft	U	U	1.00	0.80	0.50
Urza's Bauble	A	U	1.00	0.80	0.50
Veldt	L	R	3.00	3.00	3.00
Venomous Breath	G	U	1.00	0.80	0.50
Vertigo	R	U	1.00	1.00	0.70
Vexing Arcanix	A	R	3.20	3.00	3.00
Vibrating Sphere	A	R	3.00	2.80	1.80
Walking Wall	A	U	1.00	0.80	0.50
Wall of Lava	R	U	1.00	0.80	0.50
Wall of Pine Needles	G	U	1.00	0.80	0.50
Wall of Shields	A	U	1.00	0.80	0.50
War Chariot	A	U	1.00	0.80	0.50
Warning	W	C	0.25	0.25	0.15
Whalebone Glider	A	U	1.00	0.80	0.50
White Scarab	W	U	1.00	0.80	0.50
Whiteout	G	U	1.00	1.00	0.70
Willgo	G	R	3.20	3.00	3.00
Wild Growth	G	C	0.25	0.25	0.15
Wind Spirit	U	U	1.00	0.80	0.50
Wings of Aesthir	D	U	1.00	1.00	0.70
Winter's Chill	U	R	3.20	3.00	3.00
Withering Wisps	B	U	1.00	1.00	0.70
Woolly Mammoths	G	C	0.25	0.25	0.15
Woolly Spider	G	C	0.25	0.25	0.15
Word of Blasting	R	U	1.00	0.80	0.50
Word of Undoing	C	C	0.25	0.25	0.15
Wrath of Marit Lage	U	R	3.00	3.00	1.80
Yavimaya Gnats	G	U	1.00	1.00	0.70
Zuran Enchanter	U	C	0.25	0.25	0.15
Zuran Orb	A	U	1.00	1.00	0.50
Zuran Spellcaster	U	C	0.25	0.25	0.15
Zur's Weirding	U	R	4.10	3.50	3.00
Total			586.95	543.05	437.65



Chronicles

125 Cards

Chronicles Set	80.50	77.00	73.50
Chronicles Booster Box	94.75	94.50	94.25
Chronicles Booster Pack	4.30	4.20	4.10

CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Abu Jafar	W	U3	1.00	1.00	0.60
Active Volcano	R	C3	0.25	0.25	0.15
Akron Legionnaire	W	U1	2.20	2.00	2.00
Aladdin	R	U1	2.00	2.00	1.30
Angelic Voices	W	U1	4.00	4.00	2.50
Arcades Sabboth	D	U1	4.80	4.00	2.50
Arena of the Ancients	A	U1	2.00	2.00	2.00
Argothian Pixies	G	C3	0.25	0.25	0.15
Ashnod's Altar	A	C2	0.25	0.25	0.15
Ashnod's Transmogrator	A	C2	0.25	0.25	0.15
Axelrod Gunnarson	D	U1	2.40	2.00	1.30
Ayesha Tanaka	D	U1	2.00	2.00	2.00
Azure Drake	U	U3	1.00	0.70	0.50
Banshee	B	U3	1.00	0.70	0.50
Barl's Cage	A	U1	2.00	2.00	1.30
Beasts of Bogardan	R	U3	1.00	0.70	0.50
Blood Moon	R	U1	4.00	4.00	3.20
Blood of the Martyr	W	U3	1.00	0.70	0.50
Bog Rats	B	C3	0.25	0.25	0.15
Book of Rass	A	U1	2.00	1.50	1.00
Boomerang	U	C3	0.25	0.25	0.15
Bronze Horse	A	U1	2.00	2.00	2.00
Cat Warriors	G	C3	0.25	0.25	0.15
Chromium	D	U1	5.00	4.50	3.20
City of Brass	L	U1	6.80	5.60	5.00
Cocoon	G	U3	1.00	0.70	0.50
Concordant Crossroads	G	U1	3.50	3.00	2.60
Craw Giant	G	U3	1.00	1.00	0.60
Cuombajj Witches	B	C3	0.25	0.25	0.15
Cyclone	G	U1	2.00	2.00	1.30
Dakkon Blackblade	D	U1	3.70	2.50	2.00
Dance of Many	U	U1	4.30	2.00	2.00
Dandan	U	C3	0.25	0.25	0.15
D'Avant Archer	W	C3	0.25	0.25	0.15
Divine Offering	W	C3	0.25	0.25	0.15
Emerald Dragonfly	G	C3	0.25	0.25	0.15
Enchantment Alteration	U	U3	1.00	0.70	0.50
Erfnam Djinn	G	U3	3.60	1.80	1.00
Fallen Angel	U	U1	1.00	1.00	1.00
Feldon's Cane	A	C2	0.45	0.25	0.25
Fire Drake	R	U3	1.00	0.90	0.60
Fishliver Oil	U	C3	0.25	0.25	0.15
Flash Flood	U	C3	0.25	0.25	0.15
Fountain of Youth	A	C2	0.45	0.25	0.25
Gabriel Angelfire	D	U1	3.00	3.00	2.30
Gauntlets of Chaos	A	U1	2.40	2.00	2.00
Ghazban Ogre	G	C3	0.25	0.25	0.15
Giant Slug	B	C3	0.25	0.25	0.15
Goblin Artisans	R	U3	1.00	0.70	0.50
Goblin Digging Team	R	C3	0.25	0.25	0.15
Goblin Shrine	R	C3	0.25	0.25	0.15
Goblins of the Flarg	R	C3	0.25	0.25	0.15
Hasran Ogress	B	C3	0.25	0.25	0.15
Hell's Caretaker	B	U1	5.00	4.50	3.20
Horn of Deafening	A	U1	2.90	2.30	2.00
Indestructible Aura	W	C3	0.25	0.25	0.15
Ivory Guardians	W	U3	1.00	0.70	0.50
Jalum Tome	A	U1	2.00	2.00	1.30
Jeweled Bird	A	U1	2.00	2.00	1.30
Johan	D	U1	4.00	3.50	2.30
Juxtapose	U	U1	2.90	2.30	1.30
Keepers of the Faith	W	C3	0.25	0.25	0.15
Kei Takahashi	D	C1	0.25	0.25	0.25
Land's Edge	R	U1	4.00	4.00	3.20
Living Armor	A	C2	0.25	0.25	0.15
Marhaunt Eldragon	C	C1	0.25	0.25	0.25
Metamorphosis	G	C3	0.25	0.25	0.15
Mountain Yeti	R	C3	0.25	0.25	0.15
Nebuchadnezzar	D	U1	4.00	4.00	4.00
Nicol Bolas	D	U1	4.80	4.00	3.80
Obelisk of Undoing	A	U1	2.50	2.50	2.10
Palladia-Mors	D	U1	5.00	4.50	3.20
Petra Sphinx	W	U3	1.00	0.70	0.50
Primordial Ooze	R	U3	1.00	0.70	0.50
Puppet Master	U	U3	1.00	0.70	0.50
Rabid Wombat	G	U3	1.00	0.70	0.50
Rakite	A	U1	2.00	1.80	1.10
Recall	U	U3	1.00	1.00	1.00
Remove Soul	U	C3	0.25	0.25	0.15
Repentant Blacksmith	W	C3	0.25	0.25	0.15
Revelation	G	U1	2.00	2.00	2.00
Rubina Soulsinger	D	U1	4.00	4.00	2.50
Runesword	A	C2	0.25	0.25	0.15
Safe Haven	L	U1	2.50	2.30	2.00
Scavenger Folk	G	C3	0.25	0.25	0.15
Sentinel	A	U1	2.00	2.00	1.30
Serpent Generator	A	U1	4.00	4.00	3.20
Shield Wall	W	U3	1.00	0.70	0.50
Shimian Nightstalker	B	U3	1.00	0.70	0.50
Siviri Scarzam	D	C1	0.25	0.25	0.25
Sol'Kanar the Swamp King	D	U1	4.00	3.50	3.00
Stang	U	U1	2.90	2.30	1.30
Storm Seeker	G	U3	1.80	1.00	1.00
Takklemaggot	U	U3	1.00	0.70	0.50
Teleport	U	U1	2.40	2.00	2.00
The Fallen	B	U3	1.00	0.70	0.50
The Wretched	B	U1	4.80	4.00	2.50
Tobias Andron	D	C1	0.25	0.25	0.25
Tor Wauki	D	C1	0.25	0.25	0.25

Tormod's Crypt	A	C2	0.25	0.25	0.15
Transmutation	B	C3	0.25	0.25	0.15
Triassic Egg	A	U1	2.00	2.00	2.00
Urza's Mine, claw sphere	L	C1	0.25	0.25	0.25
Urza's Mine, mouth	L	C1	0.25	0.25	0.25
Urza's Mine, pulley	L	C1	0.25	0.25	0.25
Urza's Mine, tower	L	C1	0.25	0.25	0.25
Urza's Powerplant, bug	L	C1	0.25	0.25	0.25
Urza's Powerplant, column	L	C1	0.25	0.25	0.25
Urza's Powerplant, rock in pot	L	C1	0.25	0.25	0.25
Urza's Powerplant, sphere	L	C1	0.25	0.25	0.25
Urza's Tower, forest	L	C1	0.25	0.25	0.25
Urza's Tower, mountains	L	C1	0.25	0.25	0.25
Urza's Tower, plains	L	C1	0.25	0.25	0.25
Urza's Tower, shore	L	C1	0.25	0.25	0.25
Vaevictis Asmadi	D	U1	4.80	4.00	3.20
Voodoo Doll	A	U1	2.00	2.00	2.00
Wall of Heat	R	C3	0.25	0.25	0.15
Wall of Opposition	R	U3	1.00	1.00	0.60
Wall of Shadows	B	C3	0.25	0.25	0.15
Wall of Vapor	U	C3	0.25	0.25	0.15
Wall of Wonder	U	U3	1.00	0.70	0.50
War Elephant	W	C3	0.25	0.25	0.15
Witch Hunter	W	U3	1.00	1.00	0.60
Xira Arien	D	U1	2.50	2.00	2.10
Yawgmoth Demon	B	U1	3.00	2.80	2.10
Total			189.40	166.10	128.70



115 Cards

Homelands Set	45.75	43.75	42.00
Homelands Booster Box	74.00	73.25	72.25
Homelands Booster Pack	2.20	2.00	2.00

CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Abbey Gargoyles	W	U3	1.00	0.50	0.50
Abbey Matron #1 & #2	W	C2	0.25	0.25	0.15
Aether Storm	U	U3	1.00	0.80	0.50
Alban's Tower #1 & #2	R	C2	0.25	0.25	0.15
Ambush	R	C1	0.25	0.25	0.15
Ambush Party #1 & #2	R	C2	0.25	0.25	0.15
An-Havva Constable	G	U1	1.50	1.00	1.00
An-Havva Inn	G	U3	1.00	0.50	0.50

Keeper of Tresserhorn	B	R	2	4.00	4.00	3.40
Kjeldoran Escort #1 & #2	W	C1/C20	25	0.25	0.10	
Kjeldoran Home Guard	W	U	2	1.00	0.80	0.50
Kjeldoran Outpost	L	R	2	9.50	7.50	5.90
Kjeldoran Pride #1 & #2	W	C1	0.25	0.25	0.10	
Krovikan Horror	B	R	2	4.30	4.00	4.00
Krovikan Plague	B	U	2	1.00	0.80	0.50
Lake of the Dead	L	R	2	8.80	6.50	5.80
Lat-Nam's Legacy #1 & #2	U	C1	0.25	0.25	0.10	
Library of Lat-Nam	U	R	2	4.00	4.00	4.00
Lim-Dul's High Guard #1 & #2	B	C1	0.25	0.25	0.10	
Lim-Dul's Paladin	D	U	2	1.00	1.00	0.90
Lim-Dul's Vault	D	U	2	1.00	1.00	0.90
Lodestone Bauble	A	R	2	4.00	4.00	3.80
Lord of Tresserhorn	D	R	2	6.20	5.30	4.00
Martyrdom #1 & #2	W	C1	0.25	0.25	0.10	
Mistfortune	D	R	2	4.00	4.00	3.40
Mishra's Groundbreaker	A	U	2	1.00	1.00	0.70
Misinformation	B	U	2	1.00	1.00	0.70
Mystic Compass	A	U	2	1.00	1.00	0.50
Nature's Blessing	D	U	2	1.00	1.00	0.50
Nature's Chosen	G	U	2	1.00	0.80	0.50
Nature's Wrath	G	R	2	4.00	4.00	3.40
Noble Steeds #1 & #2	W	C1	0.25	0.25	0.10	
Omen of Fire	R	R	2	4.00	3.30	3.00
Phantasmal Fiend #1 & #2	B	C1	0.25	0.25	0.10	
Phantasmal Sphere	U	R	2	3.20	3.00	3.00
Pheldagrif	D	R	2	4.00	3.80	3.00
Phyrexian Boon #1 & #2	B	C1	0.25	0.25	0.10	
Phyrexian Devourer	A	R	2	4.00	3.00	3.00
Phyrexian Portal	A	R	2	3.20	3.00	3.00
Phyrexian War Beast #1 & #2	A	C1	0.25	0.25	0.10	
Pillage	R	U	2	1.90	1.30	0.90
Primitive Justice	R	U	2	1.00	1.00	0.90
Pyrokinesis	R	U	2	1.00	1.00	0.90
Reinforcements #1 & #2	W	C1	0.25	0.25	0.10	
Reprisal #1 & #2	W	U	3	1.00	1.00	0.50
Ritual of the Machine	B	R	2	4.00	4.00	3.80
Rogue Skycaptain	R	R	2	4.00	3.30	3.00
Royal Decree	W	R	2	3.20	3.00	3.00
Royal Herbalist #1 & #2	W	C1	0.25	0.25	0.10	
Scarab of the Unseen	A	U	2	1.00	0.80	0.50
Scars of the Veteran	W	U	2	1.00	0.80	0.50
School of the Unseen	L	U	2	1.00	0.80	0.50
Seasoned Tactician	W	U	2	1.00	0.80	0.50
Sheltered Valley	L	R	2	4.00	3.80	3.00
Shield Sphere	A	U	2	1.00	1.00	0.70
Sol Grail	A	R	6	2.10	2.00	1.80
Soldievi Adnate #1 & #2	B	C1	0.25	0.25	0.10	
Soldievi Digger	A	R	2	5.00	4.70	4.00
Soldievi Excavations	L	R	2	4.30	4.00	3.80
Soldievi Heretic #1 & #2	U	C1	0.25	0.25	0.10	
Soldievi Sage #1 & #2	U	C1/C20	25	0.25	0.10	
Soldievi Sentry #1 & #2	A	C1	0.25	0.25	0.10	
Soldievi Steam Beast #1 & #2	A	C1	0.25	0.25	0.10	
Soldievi of Fortune	R	U	2	1.00	1.00	0.50
Spiny Starfish	U	U	2	1.00	1.00	0.90
Splittering Wind	G	R	2	3.20	3.00	3.00
Stench of Decay #1 & #2	B	C1	0.25	0.25	0.10	
Storm Cauldron	A	R	2	5.00	4.80	4.00
Storm Crow #1 & #2	U	C1/C20	25	0.25	0.10	
Storm Elemental	U	U	2	1.00	0.80	0.50
Storm Shaman #1 & #2	R	C1	0.25	0.25	0.10	
Stromgald Spy	B	U	2	1.00	1.00	0.90
Suffocation	U	U	2	1.00	0.80	0.70
Surge of Strength	D	U	2	1.00	1.00	0.90
Sustaining Spirit	W	R	2	4.00	4.00	3.90
Swamp Mosquito #1 & #2	B	C1/C20	25	0.25	0.10	
Sworn Defender	W	R	2	4.00	3.90	3.00
Taste of Paradise #1 & #2	G	C1/C20	25	0.25	0.10	
Thawing Glaciers	L	R	2	7.70	6.30	5.40
Thought Lash	U	R	2	4.00	3.30	3.00
Tidal Control	U	R	2	3.30	3.00	3.00
Tornado	G	R	2	4.00	3.00	3.00
Undergrowth #1 & #2	G	C1	0.25	0.25	0.10	
Unlikely Alliance	W	U	2	1.00	0.80	0.50
Urza's Engine	A	R	6	2.30	1.00	1.00
Varchild's Crusader #1 & #2	R	C1	0.25	0.25	0.10	
Varchild's War-Riders	R	R	2	5.00	4.30	3.90
Veteran's Voice #1 & #2	R	C1	0.25	0.25	0.10	
Viscoid Armor #1 & #2	U	C1	0.25	0.25	0.10	
Viscoid Drone	U	U	2	1.00	1.00	0.50
Wandering Mage	D	R	2	4.00	3.30	3.00
Whip Vine #1 & #2	G	C1	0.25	0.25	0.10	
Whirling Catapult	A	R	6	3.30	2.00	1.40
Wild Aesthir #1 & #2	W	C1/C20	25	0.25	0.10	
Winter's Night	D	R	2	4.00	4.00	3.90
Yavimaya Ancients #1 & #2	G	C1	0.25	0.25	0.10	
Yavimaya Ants	G	U	2	1.00	1.00	0.70
Total				283.30	255.30	208.80

MIRAGE		335 Cards	
Mirage Set	200.00	200.00	200.00
Booster Box	103.50	102.00	100.50
Starter Deck	100.00	100.00	100.00
Booster Pack	11.00	10.00	10.00
	4.20	3.50	3.50
CARD NAME	COL	RAR	UPPER MEDIAN LOWER
Abyssal Hunter	B	R	4.00 3.50 3.00
Acidic Dagger	A	R	3.00 3.00 2.90
Afya Grove	G	R	3.00 3.00 3.00
Afterlife	W	U	1.00 1.00 1.00
Agility	R	C	0.25 0.25 0.20
Alarm	W	C	0.25 0.25 0.20
Alcatraz	R	U	1.00 1.00 0.70

Amber Prison	A	R	3.50 3.00 3.00
Amulet of Unmaking	A	R	3.00 3.00 3.00
Ancestral Memories	U	R	3.50 3.00 3.00
Armor of Thorns	G	C	0.25 0.25 0.20
Armorer Guildmage	R	C	0.25 0.25 0.20
Ashen Powder	B	R	3.80 3.00 3.00
Asmira, Holy Avenger	D	R	3.50 3.00 3.00
Auspicious Ancestor	W	R	3.00 3.00 3.00
Azimaet Drake	U	C	0.25 0.25 0.20
Bad River	L	U	1.00 1.00 0.90
Barbed Follage	G	U	1.00 1.00 1.00
Barbed-Back Wurm	R	U	1.00 1.00 0.80
Barreling Altar	R	R	3.00 3.00 3.00
Basalt Golem	A	U	1.00 1.00 0.90
Bay Falcon	U	C	0.25 0.25 0.20
Bazaar of Wonders	R	C	4.50 4.00 3.30
Benevolent Unicorn	W	C	0.25 0.25 0.20
Benthic Djinn	D	R	4.00 3.00 3.00
Binding Agony	B	C	0.25 0.25 0.20
Blighted Shaman	B	U	1.00 1.00 1.00
Blind Fury	R	U	1.00 1.00 0.90
Blinding Light	W	U	1.00 1.00 1.00
Blistering Barrier	R	C	0.25 0.25 0.20
Bone Harvest	B	C	0.25 0.25 0.20
Bone Mask	A	R	3.00 3.00 3.00
Boomerang	U	C	0.25 0.25 0.20
Breathstealer	B	C	0.25 0.25 0.20
Brushwag	G	R	3.00 3.00 3.00
Builder's Bane	R	C	0.25 0.25 0.20
Burning Palm Efreet	R	U	1.00 1.00 1.00
Burning Shield Askari	R	C	0.25 0.25 0.20
Cadaverous Bloom	D	R	6.00 6.00 4.50
Cadaverous Knight	B	C	0.25 0.25 0.20
Canopy Dragon	G	R	5.10 5.00 4.00
Carion	B	R	3.50 3.00 3.00
Catacomb Dragon	B	R	6.00 5.50 4.00
Celestial Dawn	W	R	5.40 5.00 3.30
Cerulean Wyvern	U	U	1.00 1.00 0.80
Chaos Charm	R	C	0.25 0.25 0.20
Chaosphere	R	R	3.50 3.00 3.00
Charcoal Diamond	A	U	1.00 1.00 1.00
Chariot of the Sun	A	U	1.00 1.00 0.70
Choking Sands	B	C	0.25 0.25 0.20
Cinder Cloud	R	U	1.00 1.00 0.90
Circle of Despair	D	R	3.00 3.00 2.80
Civic Guildmage	W	C	0.25 0.25 0.20
Cloak of Invisibility	U	C	0.25 0.25 0.20
Consuming Ferocity	U	U	1.00 1.00 0.80
Coral Fighters	U	U	1.00 1.00 1.00
Crash of Rhinos	G	C	0.25 0.25 0.20
Crimson Hellkite	R	R	7.30 5.00 3.90
Crimson Roc	R	U	1.00 1.00 0.90
Crypt Cobra	B	U	1.00 1.00 0.80
Crystal Golem	A	U	1.00 1.00 1.00
Crystal Vein	L	U	1.00 1.00 1.00
Cursed Totem	A	R	5.30 5.00 3.50
Cycle of Life	G	R	3.30 3.00 3.00
Daring Apprentice	U	R	3.50 3.00 3.00
Dark Banishing	B	C	0.25 0.25 0.20
Dark Ritual	B	C	0.25 0.25 0.20
Dazzling Beauty	W	C	0.25 0.25 0.20
Decomposition	G	U	1.00 1.00 0.90
Delirium	D	U	1.00 1.00 0.90
Dirtwave Wraith	B	C	0.25 0.25 0.20
Discordant Spirit	D	R	4.00 3.00 3.00
Disempower	W	C	0.25 0.25 0.20
Disenchant	W	C	0.25 0.25 0.20
Dissipate	U	U	1.30 1.00 1.00
Divine Offering	W	C	0.25 0.25 0.20
Divine Retribution	W	R	3.00 3.00 2.50
Drain Life	B	C	0.25 0.25 0.20
Dread Specter	B	U	1.00 1.00 0.80
Dream Cache	U	C	0.25 0.25 0.20
Dream Fighter	U	C	0.25 0.25 0.20
Dwarven Miner	R	U	1.00 1.00 1.00
Dwarven Nomad	R	C	0.25 0.25 0.20
Early Harvest	G	R	4.90 4.00 3.00
Ebony Charm	B	C	0.25 0.25 0.20
Ekdundi Griffin	W	C	0.25 0.25 0.20
Ekdundi Cyclops	R	C	0.25 0.25 0.20
Elixir of Vitality	A	U	1.00 1.00 0.80
Emberwide Caliph	D	R	3.00 3.00 2.50
Emberwide Djinn	R	R	4.00 3.00 3.00
Energy Bolt	D	R	4.00 4.00 3.50
Energy Vortex	R	U	3.50 3.00 3.00
Entelelement	B	C	0.25 0.25 0.20
Enlightened Tutor	W	U	2.00 2.00 1.00
Ersatz Gnomes	A	U	1.00 1.00 0.70
Ether Well	U	U	1.00 1.00 0.70
Ethereal Champion	U	R	3.50 3.00 3.00
Fallow Earth	G	U	1.00 1.00 1.00
Favorable Destiny	W	U	1.00 1.00 0.90
Femeref Archers	G	U	1.00 1.00 1.00
Femeref Healer	G	C	0.25 0.25 0.20
Femeref Knight	W	C	0.25 0.25 0.20
Femeref Scouts	W	C	0.25 0.25 0.20
Feral Shadow	B	C	0.25 0.25 0.20
Fetid Horror	B	C	0.25 0.25 0.20
Final Fortune	R	R	5.40 5.00 3.50
Fire Diamond	A	U	1.00 1.00 1.00
Firebreathing	R	C	0.25 0.25 0.20
Flame Elemental	R	U	1.00 1.00 0.80
Flare	R	C	0.25 0.25 0.20
Flash	R	U	3.50 3.00 3.00
Flood Plain	L	U	1.00 1.00 1.00
Floodgate	U	U	1.00 1.00 0.70
Fog	G	C	0.25 0.25 0.20
Foratog	G	U	1.00 1.00 0.80
Forbidden Crypt	B	R	3.50 3.00 3.00
Forest (A,B,C,D)	L	C	0.25 0.25 0.15

Forsaken Wastes	B	R	5.00	5.00	3.50
Frantic Efreet	D	R	4.90	3.80	3.30
Giant Mantis	G	C	0.25	0.25	0.20
Gibbering Hyenas	G	C	0.25	0.25	0.20
Goblin Elite Infantry	R	C	0.25	0.25	0.20
Goblin Scouts	R	U	1.00	1.00	1.00
Goblin Sootsayer	R	U	1.00	1.00	1.00
Goblin Tinkerer	R	C	0.25	0.25	0.20
Granger Guildmage	G	C	0.25	0.25	0.20
Grasslands	L	U	1.00	1.00	0.90
Grave Servitude	B	C	0.25	0.25	0.20
Gravebane Zombie	B	C	0.25	0.25	0.20
Grim Feast	D	R	4.00	3.50	3.00
Griming Totem	A	R	7.00	6.00	5.50
Hakim, Loreweaver	U	R	3.50	3.00	3.00
Hall of Gemstone	G	R	4.00	3.00	3.00
Hammer of Bogardan	R	R	11.75	11.00	6.50
Harbinger of Night	B	R	4.00	3.50	3.00
Harbor Guardian	D	U	1.00	1.00	0.70
Harmattan Efreet	U	U	1.00	1.00	0.80
Haunting Apparition	D	U	1.00	1.00	0.80
Hazerider Drake	D	U	1.00	1.00	1.00
Healing Salve	W	C	0.25	0.25	0.20
Hivis of the Scale	R	R	4.50	3.50	3.00
Horrible Hordes	A	U	1.00	1.00	0.80
Igneous Golem	A	U	1.00	1.00	0.80
Illicit Auction	R	R	4.00	3.50	3.00
Illumination	W	U	1.00	1.00	1.00
Incinerate	R	C	0.35	0.25	0.20
Infernal Contract	B	R	4.90	4.00	3.00
Iron Tusk Elephant	W	U	1.00	1.00	0.80
Island (A,B,C,D)	L	C	0.25	0.25	0.10
Ivory Charm	W	C	0.25	0.25	0.20
Jabari's Influence	W	R	3.30	3.00	2.50
Jolrael's Centaur	G	C	0.25	0.25	0.20
Jolt	U	C	0.25	0.25	0.20
Jungle Patrol	G	R	3.30	3.00	3.00
Jungle Troll	D	U	1.00	1.00	1.00
Jungle Wurm	G	C	0.25	0.25	0.20
Kaervek's Hex	B	U	1.00	1.00	0.70
Kaervek's Purge	D	U	1.00	1.00	0.90
Kaervek's Torch	R	C	0.25	0.25	0.20
Karoo Meerkat	G	U	1.00	1.00	1.00
Kukemssa Pirates	U	R	3.00	3.00	3.00
Kukemssa Serpent	U	C	0.25	0.25	0.20
Lead Golem	A	U	1.00	1.00	0.80
Leering Gargoyle	D	R	3.00	3.00	3.00
Lightning Reflexes	R	C	0.25	0.25	0.20
Lion's Eye Diamond	R	R	4.00	4.00	3.00
Locust Swarm	G	U	1.00	1.00	1.00
Lure of Prey	R	R	3.50	3.00	3.00
Malignant Growth	D	R	4.00	3.00	3.00
Mana Prism	A	U	1.00	1.00	1.00
Mangara's Blessing	W	U	1.00	1.00	0.90
Mangara's Equity	W	U	1.00	1.00	0.90
Mangara's Tome	A	R	3.30	3.00	3.00
Marble Diamond	A	U	1.50	1.00	1.00
Maro	G	R	5.40	5.00	3.00
Meddle	U	U	1.00	1.00	1.00
Melesse Spirit	W	U	1.00	1.00	1.00
Memory Lapse	U	C	0.25	0.25	0.20
Merfolk Raiders	U	C	0.25	0.25	0.20
Merfolk Seer	U	C	0.25	0.25	0.20
Mind Bend	U	U	1.00	1.00	1.00
Mind Harness	U	U	1.00	1.00	1.00
Mindbender Spores	G	R	3.00	3.00	3.00
Mire Shade	B	U	1.00	1.00	0.80
Miser's Cage	A	R	3.50	3.00	3.00
Mist Dragon	U	R	5.40	5.00	4.00
Moss Diamond	A	U	1.00	1.00	1.00
Mountain (A,B,C,D)	L	C	0.25	0.25	0.10
Mountain Valley	L	U	1.00	1.00	0.90
Mtenda Griffin	W	U	1.00	1.00	1.00
Mtenda Herder	W	C	0.25	0.25	0.20
Mtenda Lion	G	C	0.25	0.25	0.20
Mystical Tutor	U	R	1.80	1.00	1.00
Natural Balance	G	R	4.50	3.00	3.00
Nettletooth Djinn	G	U	1.00	1.00	1.00
Noble Elephant	W	C	0.25	0.25	0.20
Nocturnal Raid	B	U	1.00	1.00	0.80
Null Chamber	W	R	3.50	3.00	3.00
Pacifism	W	C	0.25	0.25	0.20
Painful Memories	B	U	1.00	1.00	0.80
Patagila Golem	A	U	1.00	1.00	0.80
Paupers' Cage	A	R	3.80	3.00	3.00
Pearl Dragon	W	R	5.10	5.00	4.50
Phyrexian Dreadnought	A	R	7.00	6.00	4.50
Phyrexian Purge	R	R	3.80	3.00	3.00
Phyrexian Tribute	B	R	3.00	3.00	3.00
Phyrexian Vault	A	U	1.00	1.00	1.00
Plains (A,B,C,D)	L	C	0.25	0.25	0.10
Political Trickery	U	R	4.00	3.00	3.00
Polymorph	U	R	4.00	4.00	3.00
Power Sink	U	C	0.25	0.25	0.20
Preferred Selection	G	R	4.00	3.80	3.00
Prismatic Boon	G	U	1.00	1.00	0.70
Prismatic Circle	W	C	0.25	0.25	0.20
Prismatic Lace	U	R	3.50	3.00	3.00
Psychic Transfer	U	R	3.50	3.00	3.00
Purgatory	D	R	3.00	3.00	3.00
Purraj of Urborg	B	R	4.00	3.00	3.00
Pyric Salamander	C	C	0.25	0.25	0.20
Quinorin Elves	G	C	0.25	0.25	0.20
Radiant Essence	D	U	1.00	1.00	1.00
Raging Spirit	R	C	0.25	0.25	0.20
Rampant Growth	C	C	0.25	0.25	0.20
Rashida Scalebane	W	R	4.00	3.50	3.00
Ravenous Vampire	B	U	1.00	1.00	1.00
Ray of Command	U	C	0.25	0.25	0.20
Razor Pendulum	A	R	4.00	3.00	3.00



Visions Set	145.00	145.00	145.00
Visions Booster Box	100.00	100.00	100.00
Visions Booster Pk	5.00	4.00	4.00

CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Aku Djinn	B	R	4.00	4.00	3.00
Annul of Bogardan	A	R	5.00	4.50	3.80
Archangel	W	R	7.10	5.50	4.80
Army Ants	U	U	1.00	1.00	0.90
Betrayal	B	C	0.25	0.20	0.10
Blanket of Night	B	U	1.00	1.00	0.90
Bogardan Phoenix	R	A	4.00	3.50	3.00
Brass-Talon Chimera	A	U	1.00	0.70	0.50
Breathstealer's Crypt	U	A	4.00	3.40	3.00
Breezekeeper	B	C	0.25	0.20	0.10
Brood of Cockroaches	B	U	1.00	0.90	0.50
Bull Elephant	G	C	0.25	0.20	0.10
Chronatog	U	A	4.00	3.50	3.00
City of Solitude	G	R	7.30	5.50	3.80
Cloud Elemental	U	C	0.25	0.20	0.10
Coercion	B	C	0.25	0.20	0.10
Coral Atoll	L	U	1.00	0.80	0.50
Corrosion	R	C	3.00	3.00	3.00
Creeping Mold	G	U	1.50	1.00	0.90
Crypt Rats	B	C	0.25	0.20	0.10
Daraja Griffin	W	U	1.00	1.00	0.50
Dark Privilege	B	C	0.25	0.20	0.10
Death Watch	B	C	0.25	0.20	0.10
Desertion	U	R	5.30	4.40	3.00
Desolation	B	U	1.00	1.00	0.90
Diamond Kaleidoscope	A	R	4.00	3.50	3.00
Dormant Volcano	L	U	1.00	0.80	0.50
Dragon Mask	A	U	1.00	1.00	0.90
Dream Tides	U	U	1.00	1.00	0.70
Dwarven Vigilantes	B	C	0.25	0.20	0.10
Elephant Grass	G	U	1.00	0.80	0.50
Elkin Liar	R	C	3.00	3.00	2.90
Elven Cache	G	C	0.25	0.20	0.10
Emerald Charm	G	C	0.25	0.20	0.10
Equipose	W	A	4.00	3.80	3.00
Everglades	L	U	1.00	0.80	0.50
Eye of Singularity	W	A	4.00	3.00	3.00
Fallen Askari	B	C	0.25	0.20	0.10
Femeref Enchantress	U	A	4.00	3.30	3.00
Feral Instinct	G	C	0.25	0.20	0.10
Fireblast	R	C	0.25	0.25	0.15
Firestorm Hellkite	U	R	6.40	5.50	4.10
Flooded Shoreline	U	A	4.30	3.50	3.00
Forbidden Ritual	B	R	3.40	3.00	3.00
Foreshadow	U	U	1.00	1.00	0.70
Freewind Falcon	W	C	0.25	0.20	0.10
Funerary Charm	B	C	0.25	0.20	0.10
Giant Caterpillar	G	C	0.25	0.20	0.10
Goblin Recruiter	U	U	1.00	1.00	0.90
Goblin Swine-Rider	R	C	0.25	0.20	0.10
Gossamer Chains	C	C	0.25	0.20	0.10
Griffin Canyon	L	R	3.30	3.00	3.00
Guiding Spirit	R	C	3.30	3.00	3.00
Hearth Charm	C	C	0.25	0.20	0.10
Heat Wave	R	U	1.00	1.00	0.70
Helm of Awakening	A	U	1.00	1.00	0.90
Honorable Passage	W	U	1.00	1.00	0.90
Hope Charm	W	C	0.25	0.20	0.10
Hulking Cyclops	R	U	1.00	1.00	0.50
Impulse	C	C	0.25	0.25	0.10
Infantry Veteran	W	C	0.25	0.20	0.10
Infernal Harvest	B	C	0.25	0.20	0.10
Inspiration	U	C	0.25	0.20	0.10
Iron-Heart Chimera	A	U	1.00	1.00	0.90
Jamruan Lion	C	C	0.25	0.20	0.10
Juju Bubble	A	U	1.00	1.00	0.50
Jungle Basin	L	U	1.00	0.90	0.50
Kaervek's Spite	R	A	4.00	3.00	3.00
Karoo	L	U	1.00	0.90	0.50
Katabatic Winds	G	R	3.00	3.00	3.00
Keeper of Kookus	R	C	0.25	0.20	0.10
King Cheetha	G	C	0.25	0.20	0.10

Knight of the Mists	U	C	0.25	0.20	0.10
Knight of Valor	W	C	0.25	0.20	0.10
Kookus	R	R	4.00	4.00	3.00
Kysco Drake	G	U	1.00	1.00	0.70
Lead-Belly Chimera	A	U	1.00	1.00	0.50
Lichenthrope	G	R	3.00	3.00	2.80
Lightning Cloud	R	R	4.00	3.00	3.00
Longbow Archer	W	U	1.10	1.00	0.90
Magma Mine	A	R	3.60	3.00	2.50
Man-o-War	U	C	0.25	0.20	0.10
Matopi Golem	A	U	1.00	0.70	0.50
Miraculous Recovery	W	U	1.00	0.90	0.50
Mob Mentality	R	U	1.00	1.00	0.90
Mortal Wound	G	C	0.25	0.20	0.10
Mundungu	U	U	1.00	1.00	0.90
Mystic Veil	U	C	0.25	0.20	0.10
Natural Order	G	R	5.00	4.60	4.00
Necromancy	B	U	1.00	1.00	0.90
Necrosavant	R	B	5.00	4.00	3.00
Nekrataal	B	U	1.00	1.00	0.50
Ogre Enforcer	R	R	4.00	3.00	3.00
Ovinomancer	U	U	1.00	1.00	0.70
Panther Warriors	G	C	0.25	0.20	0.10
Parapet	W	C	0.25	0.20	0.10
Peace Talks	W	U	1.00	1.00	0.70
Phyrexian Marauder	A	R	4.00	3.50	3.00
Phyrexian Walker	A	C	0.25	0.20	0.10
Pillar Tombs of Aku	B	R	4.60	3.50	3.00
Prosperity	U	U	1.30	1.00	0.90
Pygmy Hippo	D	R	4.00	3.30	3.00
Python	B	C	0.25	0.20	0.10
Quicksand	L	U	1.10	1.00	0.90
Quirion Druid	G	R	4.00	4.00	3.00
Quirion Ranger	G	C	0.25	0.25	0.10
Raging Gorilla	R	C	0.25	0.20	0.10
Rainbow Efreet	U	R	4.00	4.00	3.00
Relentless Assault	R	R	8.00	6.50	4.50
Relic Ward	W	U	1.00	1.00	0.50
Remedy	W	C	0.25	0.20	0.10
Resistance Fighter	C	C	0.25	0.20	0.10
Retribution of the Meek	W	R	4.00	3.80	3.00
Righteous Aura	C	C	0.25	0.20	0.10
Righteous War	D	R	4.00	4.00	3.40
River Boa	G	C	0.60	0.25	0.20
Rock Slide	R	C	0.25	0.20	0.10
Rowen	G	R	3.30	3.00	3.00
Sands of Time	A	R	4.00	3.00	3.00
Scalebane's Elite	D	U	1.00	1.00	0.70
Shimmering Efreet	U	U	1.00	1.00	0.70
Shrieking Drake	U	C	0.25	0.20	0.10
Simoon	D	U	1.00	1.00	0.90
Sisay's Ring	A	C	0.25	0.20	0.10
Snake Basket	A	R	5.60	5.00	3.80
Solfatara	R	C	0.25	0.20	0.10
Song of Blood	R	C	0.25	0.20	0.10
Spider Climb	G	C	0.25	0.20	0.10
Splitting Drake	R	U	1.00	1.00	0.90
Squandered Resources	D	R	5.00	4.50	3.60
Stampeding Wildebeests	G	U	1.00	1.00	0.90
Suleiman's Legacy	D	R	4.00	3.00	3.00
Summer Bloom	G	U	1.60	1.00	0.90
Sun Clasp	W	C	0.25	0.20	0.10
Suq'Ala Assassin	B	U	1.00	1.00	0.90
Suq'Ala Lancer	R	C	0.25	0.20	0.10
Talruum Champion	R	C	0.25	0.20	0.10
Talruum Piper	R	U	1.00	1.00	0.70
Tar Pit Warrior	B	C	0.25	0.20	0.10
Teferi's Honor Guard	W	U	1.00	0.90	0.50
Teferi's Puzzle Box	A	R	4.00	4.00	3.80
Teferi's Realm	R	U	4.00	3.00	3.00
Tempest Drake	D	U	1.00	1.00	0.90
Three Wishes	U	R	3.30	3.00	3.00
Time and Tide	U	U	1.00	0.90	0.50
Tin-Wing Chimera	A	U	1.00	0.90	0.50
Tithe	W	R	5.30	4.50	3.00
Tremor	R	C	0.25	0.20	0.10
Triangle of War	A	R	3.00	3.00	3.00
Uktabi Orangutan	G	U	1.10	1.00	0.90
Undiscovered Paradise	L	R	6.50	5.50	5.00
Undo	U	C	0.25	0.20	0.10
Urborg Mindsucker	B	C	0.25	0.20	0.10
Vampiric Tutor	R	B	10.00	8.00	6.90
Vampirism	U	U	1.00	0.90	0.50
Vanishing	C	C	0.25	0.20	0.10
Viashino Sandstalker	U	U	1.10	1.00	0.90
Viashivan Dragon	D	R	7.60	6.50	4.50
Vision Charm	U	C	0.25	0.20	0.10
Wake of Vultures	B	C	0.25	0.20	0.10
Wand of Denial	A	R	4.00	3.90	3.00
Warrior's Honor	W	C	0.25	0.20	0.10
Warthog	G	C	0.25	0.20	0.10
Waterspout Djinn	U	U	1.00	1.00	0.70
Wicked Reward	B	C	0.25	0.20	0.10
Wind Shear	G	U	1.00	1.00	0.50
Zhalfrin Crusader	W	R	5.00	4.00	3.00
Total			302.15	263.40	213.75

Weatherlight Set	130.00	130.00	130.00
Weatherlight Booster Box	100.00	100.00	90.00
Weatherlight Booster	3.90	3.40	3.30

CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Abduction	U	U	1.00	1.00	0.50
Abeance	W	R	7.30	7.00	5.00
Abjure	U	C	0.25	0.10	0.10

Aboroth	G	R	5.00	3.80	3.00
Abyssal Gatekeeper	B	C	0.25	0.10	0.10
Aether Flash	R	U	1.00	1.00	0.80
Agonizing Memories	B	U	1.00	0.50	0.50
Alabaster Dragon	W	R	5.00	5.00	4.00
Alms	U	C	0.25	0.10	0.10
Ancestral Knowledge	U	R	4.00	3.00	3.00
Angelic Renewal	W	C	0.25	0.10	0.10
Apathy	U	C	0.25	0.10	0.10
Arctic Wolves	G	U	0.80	0.50	0.50
Ardent Militia	W	C	0.25	0.10	0.10
Argivian Find	W	U	1.00	0.50	0.50
Argivian Restoration	U	U	0.80	0.50	0.50
Aura of Silence	W	U	1.00	1.00	0.50
Avizo	U	R	3.50	3.00	3.00
Bösium Strip	A	R	4.50	3.50	3.00
Barishi	G	U	1.00	0.50	0.50
Barrow Ghoul	B	C	0.25	0.10	0.10
Benalish Infantry	W	C	0.25	0.10	0.10
Benalish Knight	W	C	0.25	0.10	0.10
Benalish Missionary	W	C	0.25	0.10	0.10
Betrothed of Fire	R	C	0.25	0.10	0.10
Bloodrock Cyclops	R	C	0.25	0.10	0.10
Blossoming Wreath	G	C	0.25	0.10	0.10
Bogardan Firefiend	R	C	0.25	0.10	0.10
Boiling Blood	R	C	0.25	0.10	0.10
Bone Dancer	B	R	4.00	3.00	3.00
Briar Shield	G	C	0.25	0.10	0.10
Bubble Matrix	A	R	5.00	3.50	3.00
Buried Alive	B	U	1.00	0.50	0.50
Call of the Wild	G	R	4.00	3.00	3.00
Chimeric Sphere	A	U	0.80	0.50	0.50
Choking Vines	G	C	0.25	0.10	0.10
Cinder Giant	R	U	0.80	0.50	0.50
Cinder Wall	R	C	0.25	0.10	0.10
Circling Vultures	B	U	0.80	0.50	0.50
Cloud Djinn	U	U	0.90	0.50	0.50
Coils of the Medusa	B	C	0.25	0.10	0.10
Cone of Flame	R	U	1.00	1.00	0.80
Debt of Loyalty	W	R	4.00	4.00	3.00
Dense Foliage	G	R	5.00	4.00	3.00
Desperate Gambit	R	U	0.90	0.80	0.50
Digging Staff	A	U	1.00	0.50	0.50
Disrupt	U	C	0.25	0.15	0.10
Doomsday	B	R	4.80	4.00	3.50
Downdraft	G	U	0.80	0.50	0.50
Duskdrinker Falcon	W	C	0.25	0.10	0.10
Dwarven Berserker	C	C	0.25	0.10	0.10
Dwarven Thaumaturgist	R	C	3.80	3.00	3.00
Empyrial Armor	U	C	0.40	0.25	0.20
Ertai's Familiar	U	R	3.00	3.00	3.00
Fallow Wurm	G	U	1.00	1.00	0.50
Familiar Ground	G	U	1.00	1.00	0.80
Fatal Blow	B	C	0.25	0.10	0.10
Favor	R	R	4.50	4.00	3.50
Festering Evil	B	U	0.80	0.50	0.50
Fire Whip	R	C	0.25	0.10	0.10
Firestorm	R	R	7.00	5.00	3.50

Circle of Protection: White	W	C	0.25	0.25	0.10
Clergy en-Vec	W	C	0.25	0.25	0.10
Clot-Slayer	B	C	0.25	0.25	0.10
Cloudchaser Eagle	W	C	0.25	0.25	0.10
Coercion	B	C	0.25	0.25	0.10
Coffin Queen	B	R	5.00	5.00	3.00
Coiled Timwiper	A	R	4.00	3.00	3.00
Cold Storage	A	R	6.00	5.00	3.80
Commander Greven il-Vec	B	R	5.00	4.00	3.50
Corpse Dance	U	C	0.25	0.25	0.20
Counterspell	G	R	3.50	3.00	3.00
Crazed Armadon	R	C	0.25	0.25	0.10
Crown of Flames	A	R	15.00	12.00	6.40
Cursed Scroll	B	C	0.25	0.25	0.10
Dark Banishing	B	C	0.25	0.25	0.10
Dark Ritual	B	C	0.25	0.25	0.10
Darkling Stalker	B	U	1.00	1.00	0.50
Dauthi Embrace	B	U	1.00	0.70	0.50
Dauthi Ghoul	B	C	0.25	0.25	0.10
Dauthi Horror	B	C	0.25	0.25	0.10
Dauthi Marauder	B	C	0.25	0.25	0.10
Dauthi Mercenary	B	U	1.00	0.80	0.60
Dauthi Mindripper	B	U	1.00	1.00	0.60
Dauthi Slayer	B	C	0.25	0.25	0.10
Deadshot	R	R	3.50	3.00	3.00
Death Pits of Rath	B	R	4.30	4.00	3.00
Diabolic Edict	B	C	0.25	0.25	0.20
Dirtcowl Wurm	G	R	5.00	5.00	3.80
Disenchant	W	C	0.25	0.25	0.10
Dismiss	U	U	1.30	1.00	0.80
Disturbed Burial	B	C	0.25	0.25	0.10
Dracoplasm	B	R	4.00	4.00	3.30
Dread of Night	B	U	1.00	1.00	0.80
Dream Cache	U	C	0.25	0.25	0.10
Dregs of Sorrow	B	R	4.00	4.00	3.00
Duplicity	B	R	4.00	3.00	3.00
Earthcraft	G	R	5.00	3.00	3.00
Echo Chamber	A	R	4.00	3.00	3.00
Eladamri's Vineyard	G	R	5.50	5.00	4.00
Eladamri, Lord of Leaves	G	R	5.90	5.00	3.60
Elite Javeliner	W	C	0.25	0.25	0.10
Elven Warhounds	G	R	4.00	4.00	3.30
Elvish Fury	G	C	0.25	0.25	0.10
Emerald Medallion	A	R	5.00	4.30	3.50
Emmisi Tome	A	R	4.00	3.00	3.00
Endless Scream	B	C	0.25	0.25	0.10
Enrager	B	R	3.30	3.00	3.00
Enfeeblement	B	C	0.25	0.25	0.10
Enraging Lizard	R	U	1.00	0.60	0.50
Ertai's Meddling	U	U	4.00	3.00	3.00
Escaped Shapeshifter	U	U	4.00	3.00	3.00
Essence Bottle	A	U	1.00	0.90	0.50
Evincar's Justice	B	C	0.25	0.25	0.10
Excavator	A	U	1.00	0.60	0.50
Extinction	B	R	5.00	5.00	3.60
Fevered Convulsions	B	R	4.00	4.00	3.40
Field of Souls	W	U	3.80	3.00	3.00
Fighting Drake	U	U	1.00	1.00	0.50
Firefly	R	U	1.00	0.60	0.50
Fireslinger	G	C	0.25	0.25	0.10
Flailing Drake	G	U	1.00	0.60	0.50
Flickering Ward	W	U	1.00	1.00	0.80
Flowstone Giant	C	R	0.25	0.25	0.10
Flowstone Salamander	R	U	1.00	1.00	0.60
Flowstone Sculpture	A	R	4.00	3.00	3.00
Flowstone Wyvern	A	R	4.30	4.00	3.00
Fool's Tome	A	R	3.00	3.00	3.00
Forest (4 ver.)	L	C	0.25	0.25	0.10
Frog Tongue	C	C	0.25	0.25	0.10
Fugitive Druid	G	R	3.80	3.00	3.00
Furnace of Rath	R	R	5.50	5.00	3.50
Fylamirid	U	U	1.00	0.90	0.50
Gallantry	W	U	1.00	1.00	0.60
Gaseous Form	U	C	0.25	0.25	0.10
Gerrard's Battle Cry	W	R	4.30	4.00	3.50
Ghost Town	U	U	1.00	0.90	0.50
Giant Crab	U	C	0.25	0.25	0.10
Giant Strength	R	C	0.25	0.25	0.10
Goblin Bombardment	R	U	1.00	1.00	0.80
Gravedigger	B	C	0.25	0.25	0.10
Grindstone	R	A	5.00	5.00	4.00
Hand to Hand	R	R	4.00	3.00	3.00
Hanna's Custody	G	U	5.00	3.00	3.00
Harrow	G	R	1.00	1.00	0.50
Havoc	R	U	1.00	1.00	0.60
Heart Silver	C	C	0.25	0.25	0.10
Heartwood Dryad	G	C	0.25	0.25	0.10
Heartwood Giant	R	C	3.80	3.00	3.00
Heartwood Treetfolk	G	U	1.00	0.60	0.50
Helm of Possession	A	R	5.00	5.00	3.40
Hero's Resolve	G	C	0.25	0.25	0.10
Horned Silver	U	U	1.00	1.00	0.80
Horned Turtle	U	C	0.25	0.25	0.10
Humility	W	U	5.60	5.00	3.30
Imps' Taunt	B	U	1.00	0.60	0.50
Insight	U	U	1.00	0.70	0.50
Intertect	U	U	1.00	1.00	0.60
Intuition	U	U	5.00	5.00	3.40
Invulnerability	W	U	1.00	0.90	0.50
Island (4 ver.)	L	C	0.25	0.25	0.10
Jackal Pup	A	R	1.00	1.00	0.70
Jet Medallion	A	R	5.00	4.00	3.30
Jinxed Idol	A	R	4.00	3.50	3.00
-Kazzerdrix	B	R	4.00	4.00	3.00
Kindle	W	C	0.25	0.25	0.10
Knight of Dawn	U	U	1.00	1.00	0.80
Knight of Dusk	B	U	1.00	1.00	0.50
Krakilin	G	U	1.00	1.00	0.50
Leeching Lizard	B	U	1.00	0.50	0.50
Legacy's Alliance	U	U	1.00	0.90	0.50

Legerdemain	U	U	1.00	1.00	0.50
Light of Day	W	U	1.10	1.00	0.80
Lightning Blast	R	C	0.25	0.25	0.10
Lightning Elemental	R	C	0.25	0.25	0.10
Living Death	B	R	8.00	6.00	4.00
Lobotomy	B	R	1.00	1.00	0.80
Lotos Petal	A	C	0.60	0.25	0.20
Lowland Giant	A	C	0.25	0.25	0.10
Maddening Imp	B	R	3.30	3.00	3.00
Magmaeater	R	C	3.00	3.00	3.00
Magnetic Web	A	R	3.50	3.00	3.00
Mana Severance	U	A	4.30	4.00	3.30
Manakin	A	C	0.25	0.25	0.10
Manta Riders	U	C	0.25	0.25	0.10
Marble Titan	W	U	4.00	3.00	3.00
Marsh Lurker	B	C	0.25	0.25	0.10
Master Decoy	W	C	0.25	0.25	0.10
Mawcor	U	R	4.00	3.50	3.00
Maze of Shadows	L	U	1.00	1.00	0.60
Meditate	R	C	6.00	6.00	4.40
Metallic Silver	A	C	0.25	0.25	0.10
Mindwhip Silver	B	U	1.00	0.80	0.60
Minion of the Wastes	B	R	5.00	4.00	3.30
Mirri's Guile	G	R	4.00	3.00	3.00
Mnemonic Silver	U	U	1.00	1.00	0.60
Mogg Cannon	A	U	1.00	1.00	0.50
Mogg Conscripts	R	C	0.25	0.25	0.10
Mogg Fanatic	R	C	0.25	0.25	0.10
Mogg Hollows	L	U	1.00	1.00	0.80
Mogg Raider	R	C	0.25	0.25	0.10
Mogg Squad	R	U	1.00	1.00	0.50
Mongrel Pack	G	R	4.00	3.00	3.00
Mountain (4 ver.)	L	C	0.25	0.25	0.10
Mounted Archers	W	C	0.25	0.25	0.10
Muscle Silver	G	C	0.40	0.25	0.10
Natural Spring	C	C	0.25	0.25	0.10
Nature's Revolt	G	R	4.80	4.00	3.00
Needle Storm	G	U	1.00	1.00	0.60
No Quarter	R	R	3.30	3.00	3.00
Nurturing Lizard	G	U	1.00	0.50	0.50
Opportunist	U	U	1.00	0.50	0.50
Oracle en-Vec	W	R	4.00	3.00	3.00
Orim, Samite Healer	W	R	4.00	3.50	3.00
Orim's Prayer	W	U	1.00	1.00	0.80
Overrun	G	U	1.30	1.00	1.00
Pacifism	W	C	0.25	0.25	0.10
Palladium	R	R	4.00	3.50	3.00
Patchwork Gnomes	A	U	1.00	0.50	0.50
Pearl Medallion	A	U	5.00	4.00	3.50
Pegasus Refuge	W	R	3.10	3.00	3.00
Perish	B	U	1.30	1.00	1.00
Phyrexian Grimoire	A	R	3.30	3.00	3.00
Phyrexian Hulk	A	U	1.00	0.50	0.50
Phyrexian Splicer	A	U	1.00	0.80	0.50
Pine Barrens	G	C	0.25	0.25	0.10
Pit Imp	L	C	0.25	0.25	0.10
Plains (4 ver.)	U	C	0.25	0.25	0.10
Power Sink	U	R	4.50	4.00	3.50
Preconception	U	U	1.00	1.00	1.00
Propaganda	A	U	1.00	1.00	0.80
Puppet Strings	W	U	1.00	0.50	0.50
Quickenling Lizard	B	U	1.00	1.00	0.60
Rain of Tears	G	C	0.25	0.25	0.10
Rampant Growth	G	U	0.25	0.25	0.10
Ranger en-Vec	U	U	1.00	1.00	0.50
Rathi Dragon	R	R	8.00	5.50	4.00
Rats of Rath	B	C	0.25	0.25	0.10
Reality Anchor	G	C	0.25	0.25	0.10
Reanimate	B	U	1.00	1.00	0.70
Reap	G	U	1.00	0.50	0.50
Reckless Spite	B	U	1.00	0.80	0.60
Recycle	G	R	5.00	4.00	3.00
Reflecting Pool	L	R	9.00	7.00	4.00
Renegade Warlord	R	U	1.00	1.00	0.60
Repentance	W	U	1.00	1.00	0.50
Respite	G	C	0.25	0.25	0.10
Rolling Thunder	R	C	0.25	0.25	0.10
Root Maze	G	R	4.50	3.50	3.00
Rootbreaker Wurm	G	C	0.25	0.25	0.10
Rootwalla	G	C	0.25	0.25	0.10
Rootwater Depths	L	U	1.00	1.00	0.80
Rootwater Diver	U	U	1.00	0.80	0.50
Rootwater Hunter	C	C	0.25	0.25	0.10
Rootwater Matriarch	U	U	4.00	4.00	3.00
Rootwater Shaman	U	R	3.30	3.00	3.00
Ruby Medallion	A	R	5.00	4.00	3.50
Sacred Guide	W	R	4.00	3.00	3.00
Sadistic Glee	B	C	0.25	0.25	0.10
Safeguard	W	R	4.00	3.00	3.00
Salt Flats	L	R	5.00	4.00	3.50
Sandstone Warrior	R	C	0.25	0.25	0.10
Sapphire Medallion	A	R	5.30	4.30	3.50
Sarcasmancy	B	R	5.00	5.00	3.40
Scabland	L	R	5.00	5.00	3.50
Scalding Tongues	A	R	5.00	3.00	3.00
Scorched Earth	R	R	4.00	3.80	3.00
Scragnoth	G	U	1.00	1.00	0.80
Screeching Harpy	B	U	1.00	0.60	0.50
Scroll Rack	A	R	6.00	5.00	4.50
Sea Monster	U	C	0.25	0.25	0.10
Searing Touch	R	U	1.00	1.00	0.50
Seeker of Skybreak	G	C	0.25	0.25	0.10
Segmented Wurm	U	U	1.00	0.90	0.50
Selenia, Dark Angel	U	R	5.00	4.00	3.50
Serene Offering	W	U	1.00	1.00	0.50
Servant of Volrath	B	C	0.25	0.25	0.10
Shadow Rift	C	C	0.25	0.25	0.10
Shadowstorm	U	U	1.00	0.80	0.50
Shatter	R	C	0.25	0.25	0.10

Shimmering Wings	U	C	0.25	0.25	0.10
Shocker	R	R	5.00	3.00	3.00
Sky Spirit	U	U	1.00	1.00	0.50
Skyshroud Condor	U	U	1.00	0.50	0.50
Skyshroud Elf	G	C	0.25	0.25	0.10
Skyshroud Forest	L	R	4.50	4.00	3.50
Skyshroud Ranger	G	C	0.25	0.25	0.10
Skyshroud Troll	G	C	0.25	0.25	0.10
Skyshroud Vampire	B	U	1.00	1.00	0.80
Soltari Crusader	U	U	1.00	1.00	0.50
Soltari Emissary	W	R	4.00	3.00	3.00
Soltari Foot Soldier	C	C	0.25	0.25	0.10
Soltari Guerrillas	R	R	4.00	3.50	3.00
Soltari Lancer	W	C	0.25	0.25	0.10
Soltari Monk	W	U	1.30	1.00	1.00
Soltari Priest	W	C	1.30	1.00	1.00
Soltari Trooper	W	C	0.25	0.25	0.10
Souldrinker	B	U	1.00	0.60	0.50
Spell Blast	C	C	0.25	0.25	0.10
Spike Drone	G	C	0.25	0.25	0.10
Spirit Graft	B	C	0.25	0.25	0.10

Magic: The Gathering



Spike Breeder	G	R	4.00	3.80	3.00
Spike Colony	G	C	0.25	0.25	0.10
Spike Feeder	G	U	1.00	1.00	0.50
Spike Soldier	G	U	1.00	0.90	0.50
Spike Worker	G	C	0.25	0.25	0.10
Spindrift Drake	U	C	0.25	0.25	0.10
Spined Silver	D	U	1.00	1.00	0.90
Spined Wurm	G	C	0.25	0.25	0.10
Spirit en-Kor	W	C	0.25	0.25	0.10
Spitting Hydra	R	R	4.30	3.50	3.00
Stronghold Assassin	B	R	5.00	4.00	3.00
Stronghold Taskmaster	B	U	1.00	0.80	0.50
Sword of the Chosen	A	R	3.30	3.00	2.90
Temper	W	U	1.00	1.00	0.70
Tempting Lizard	G	U	1.00	1.00	0.50
Thalakos Deceiver	U	R	4.00	3.00	3.00
Tidal Surge	U	C	0.25	0.25	0.10
Tidal Warrior	U	C	0.25	0.25	0.10
Torment	B	C	0.25	0.25	0.10
Tortured Existence	B	C	0.25	0.25	0.10
Venerable Monk	W	C	0.25	0.25	0.10
Verdant Touch	G	R	3.90	3.00	3.00
Victual Silver	D	U	1.10	1.00	0.90
Volrath's Gardens	G	R	4.00	3.80	3.00
Volrath's Laboratory	A	R	4.00	3.90	3.00
Volrath's Shapeshifter	U	R	4.00	3.50	3.00
Volrath's Stronghold	L	R	5.00	5.00	3.80
Walking Dream	U	U	1.00	0.80	0.50
Wall of Blossoms	G	U	1.00	1.00	0.90
Wall of Essence	W	U	1.00	1.00	0.50
Wall of Razors	R	U	1.00	0.80	0.50
Wall of Souls	B	U	1.00	1.00	0.50
Wall of Tears	U	U	1.00	0.90	0.50
Warrior Angel	W	R	5.00	4.00	3.60
Warrior en-Kor	W	U	1.00	0.90	0.50
Youthful Knight	W	C	0.25	0.25	0.20
Total			263.85	238.80	187.30

143 Cards

Exodus Set	116.75	113.00	109.00
Exodus Booster Box	92.50	90.00	87.00
Exodus Precon Starter Deck	10.00	9.70	9.30
Exodus Booster	3.80	3.60	3.40

CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Æther Tide	U	C	0.25	0.25	0.10
Alley	W	C	0.25	0.25	0.10
Anarchist	R	C	0.25	0.25	0.10
Angelic Blessing	W	C	0.25	0.25	0.10
Avenging Druid	G	C	0.25	0.25	0.10
Bequeathed	G	C	0.25	0.25	0.10
Carnophage	B	C	0.25	0.25	0.20
Cartographer	U	C	0.60	0.50	0.50
Cat Burglar	B	C	0.25	0.25	0.10
Cataclysm	W	R	6.60	5.80	5.00
Charging Paladin	W	C	0.25	0.25	0.10
Cinder Crawler	R	C	0.25	0.25	0.10
City of Traitors	L	R	5.00	4.80	4.20
Coat of Arms	A	R	12.00	8.80	7.10
Convascence	W	R	4.10	4.00	4.00
Crashing Boars	U	C	0.60	0.50	0.50
Culling the Weak	B	C	0.25	0.25	0.20
Cunning	U	C	0.25	0.25	0.10
Curiosity	U	U	1.00	0.80	0.50
Cursed Flesh	B	C	0.25	0.25	0.10
Dauthi Cutthroat	B	U	1.00	0.80	0.50
Dauthi Jackal	B	C	0.25	0.25	0.10
Dauthi Warlord	B	U	1.00	0.80	0.50
Death's Duet	B	C	0.25	0.25	0.10
Dizzying Gaze	R	C	0.25	0.25	0.10
Dominating Lizard	U	R	5.00	4.00	3.80
Elven Paladin	U	C	0.90	0.60	0.50
Elvish Berserker	G	C	0.25	0.25	0.10
Entropic Specter	B	R	4.00	3.00	3.00
Ephemeron	R	C	4.10	3.40	3.00
Equilibrium	U	R	5.10	4.30	3.80
Erratic Portal	A	R	5.00	4.50	3.90
Ertal, Wizard Adept	R	C	6.50	5.00	4.00
Exalted Dragon	W	R	5.10	5.00	4.80

Fade Away	U	C	0.25	0.25	0.10
Fighting Chance	R	R	4.00	3.00	3.00
Flowstone Flood	R	U	1.00	0.80	0.50
Forbidden	U	U	1.20	1.00	0.90
Fugue	B	U	1.00	0.80	0.50
Furnace Brood	R	C	0.25	0.25	0.10
Grollob	B	C	0.25	0.25	0.10
Hatred	B	R	6.00	5.30	5.00
High Ground	W	U	1.00	0.80	0.50
Jackalope Herd	G	C	0.25	0.25	0.10
Keeper of the Beasts	G	U	1.00	0.80	0.50
Keeper of the Dead	B	U	1.00	0.80	0.50
Keeper of the Flame	R	U	0.90	0.60	0.50
Keeper of the Light	W	U	0.60	0.50	0.50
Keeper of the Mind	U	U	1.00	0.80	0.50
Killer Whale	U	U	1.00	0.50	0.50
Kor Chant	W	C	0.25	0.25	0.15
Limited Resources	W	R	4.70	4.00	4.00
Mage il-Vec	C	C	0.25	0.25	0.10
Mana Breach	U	U	0.60	0.50	0.50
Manabond	G	R	4.00	4.00	4.00
Maniacal Rage	C	C	0.25	0.25	0.10
Medicine Bag	A	U	0.60	0.50	0.50
Memory Crystal	A	R	5.10	5.00	4.00
Merfolk Looter	U	C	0.25	0.25	0.10
Mind Maggots	B	U	1.00	0.80	0.50
Mind Over Matter	U	R	5.00	5.00	3.80
Mindless Automaton	A	R	3.00	3.00	3.00
Mirozel	U	U	0.60	0.50	0.50
Mirri, Cat Warrior	G	R	5.40	5.00	4.00
Mogg Assassin	R	U	0.60	0.50	0.50
Monstrous Hound	R	R	4.00	3.00	3.00
Nausea	C	C	0.25	0.25	0.10
Necrologia	B	U	1.00	0.80	0.50
Null Brooch	A	R	5.10	4.50	3.90
Oath of Druids	G	R	6.10	5.50	5.00
Oath of Ghouls	B	R	4.10	4.00	3.80
Oath of Lieges	W	R	4.10	4.00	4.00
Oath of Mages	R	R	4.00	3.80	3.80
Oath of Scholars	U	R	4.00	4.00	3.80
Ogre Shaman	R	R	4.00	3.80	3.00
Onslaught	C	C	0.25	0.25	0.10
Paladin en-Vec	W	R	6.50	5.90	5.00
Pandemonium	R	R	6.70	5.00	4.80
Paroxysm	U	R	0.90	0.60	0.50
Peace of Mind	W	U	0.90	0.60	0.50
Pegasus Stampede	W	U	0.90	0.60	0.50
Penance	W	U	1.00	1.00	0.50
Pit Spawn	B	R	5.10	5.00	4.00
Plaguebearer	B	R	4.40	4.00	4.00
Plated Rootwalla	G	C	0.25	0.25	0.10
Predatory Hunger	G	C	0.25	0.25	0.10
Price of Progress	R	U	1.00	1.00	0.50
Pygmy Troll	G	C	0.25	0.25	0.10
Rabid Wolverines	G	C	0.25	0.25	0.10
Raging Goblin	R	C	0.25	0.25	0.10
Ravenous Baboons	R	R	4.00	3.50	3.00
Reaping the Rewards	W	C	0.25	0.25	0.10
Reckless Ogre	C	C	0.25	0.25	0.10
Reclaim	G	C	0.25	0.25	0.10
Reconnaissance	W	U	1.00	0.80	0.50
Recurring Nightmare	B	R	6.30	5.10	5.00
Resuscitate	G	U	0.90	0.60	0.50
Robe of Mirrors	U	C	0.25	0.25	0.20
Rootwater Alligator	G	C	0.25	0.25	0.10
Rootwater Mystic	U	C	0.25	0.25	0.10
Sabertooth Wyvern	U	R	0.90	0.60	0.50
Scaolding Salamander	R	U	1.00	0.80	0.50
Scare Tactics	B	C	0.25	0.25	0.10
School of Piranha	C	C	0.25	0.25	0.10
Sorcerer	U	U	0.90	0.60	0.50
Seismic Assault	R	R	5.00	5.00	4.60
Shackles	W	C	0.25	0.25	0.10
Shattering Pulse	R	C	0.25	0.25	0.10
Shield Mate	W	C	0.25	0.25	0.10
Skyshaper	A	U	0.90	0.60	0.50
Skyshroud Elite	G	U	1.00	1.00	0.50
Skyshroud War Beast	R	R	4.10	3.50	3.00
Slaughter	B	U	0.90	0.60	0.50
Soltari Visionary	W	C	0.25	0.25	0.10
Song of Serenity	G	U	1.00	0.80	0.50
Sonic Burst	R	C	0.25	0.25	0.10
Soul Warden	W	C	0.25	0.25	0.10
Spellbook	A	U	1.00	1.00	0.50
Spellshock	R	U	0.90	0.60	0.50
Sphere of Resistance	A	R	4.00	4.00	3.00
Spike Cannibal	B	U	1.00	0.80	0.50
Spike Hatcher	G	R	4.40	4.00	3.80
Spike Rogue	G	U	0.60	0.50	0.50
Spike Weaver	G	R	5.10	5.00	4.80
Standing Troops	W	C	0.25	0.25	0.10
Survival of the Fittest	R	R	6.00	5.40	5.00
Thalakos Drifters	U	R	4.00	3.00	3.00
Thalakos Scout	C	C	0.25	0.25	0.10
Theft of Dreams	U	C	0.25	0.25	0.10
Thopter Squadron	A	R	4.10	3.00	2.90
Thrull Surgeon	B	C	0.25	0.25	0.10
Transmogrifying Lizard	A	U	0.60	0.50	0.50
Treasure Hunter	W	U	0.90	0.60	0.50
Treasure Trove	U	U	1.00	0.80	0.50
Vampire Hounds	B	C	0.25	0.25	0.10
Volrath's Dungeon	B	R	4.00	4.00	3.90
Wall of Nets	W	R	4.00	3.90	3.40
Wayward Soul	U	C	0.25	0.25	0.10
Welkin Hawk	W	C	0.25	0.25	0.10
Whiptongue Frog	C	C	0.25	0.25	0.10
Wood Elves	G	C	0.25	0.25	0.10
Workhorse	A	R	3.00	3.00	3.00
Zealots en-Dal	W	U	0.60	0.50	0.50
Total			268.55	236.05	201.35

350 Cards

Urza's Saga Set	200.00	200.00	200.00
Urza's Saga Booster Box	114.00	113.00	112.00
Urza's Saga Booster Pack	6.30	4.50	4.30
Urza's Saga Starter Box	107.50	100.00	58.00
Urza's Saga Starter Deck	11.00	10.75	10.25
Urza's Saga Preconstructed	10.00	10.00	9.50

CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Absolute Grace	W	U	1.00	1.00	0.80
Absolute Law	W	U	1.00	1.00	0.80
Abundance	G	R	5.00	4.00	3.40
Abyssal Horror	B	R	3.80	3.50	3.00
Academy Researchers	U	U	1.00	1.00	0.80
Acidic Soil	R	U	1.00	1.00	0.80
Acridian	G	C	0.25	0.25	0.10
Albino Troll	G	U	1.30	1.00	1.00
Anaconda	G	U	1.00	1.00	0.70
Angelic Chorus	W	R	5.60	5.00	4.00
Angelic Page	W	C	0.25	0.25	0.10
Annul	U	C	0.25	0.25	0.10
Antagonism	R	R	3.00	3.00	3.00
Arc Lightning	R	C	0.25	0.25	0.10
Arcane Laboratory	U	U	1.00	1.00	0.80
Argothian Elder	G	U	1.00	1.00	0.80
Argothian Enchantress	G	R	5.30	4.00	3.50
Argothian Swine	G	C	0.25	0.25	0.10
Argothian Wurm	G	R	5.00	5.00	4.00
Attunement	U	R	4.50	4.00	4.00
Back to Basics	U	R	5.00	4.50	3.40
Barrin, Master Wizard	U	R	4.00	3.00	3.00
Barrin's Codex	A	R	3.30	3.00	3.00
Bedlam	R	R	3.30	3.00	3.00
Befoul	B	C	0.25	0.25	0.10
Bereavement	B	U	1.00	1.00	0.80
Blanchwood Armor	G	U	1.00	1.00	0.80
Blanchwood Treefolk	G	C	0.25	0.25	0.10
Blasted Landscape	L	U	1.00	1.00	0.80
Blood Vassal	B	C	0.25	0.25	0.10
Bog Raiders	B	C	0.25	0.25	0.10
Brand	R	R	3.30	3.00	3.00
Bravado	R	C	0.25	0.25	0.10
Breach	B	C	0.25	0.25	0.10
Brilliant Halo	W	C	0.25	0.25	0.10
Bull Hippo	G	U	1.00	1.00	0.70
Bulwark	R	R	3.40	3.00	2.50
Cackling Fiend	B	C	0.25	0.25	0.10
Carpet of Flowers	G	U	1.00	1.00	0.80
Carriion Beetles	B	C	0.25	0.25	0.10
Catalog	U	C	0.25	0.25	0.10
Catastrophe	W	R	5.50	5.00	4.00
Cathodion	A	U	1.00	1.00	0.80
Cave Tiger	G	C	0.25	0.25	0.10
Child of Gaia	G	R	6.00	5.00	3.90
Chimeric Staff	A	R	5.00	5.00	3.50
Citanul Centaurs	G	R	5.00	4.00	3.40
Citanul Flute	A	R	4.50	4.00	3.00
Citanul Hierophants	G	R	4.00	4.00	3.00
Claws of Gix	A	U	1.00	1.00	0.80
Clear	W	U	1.00	1.00	0.70
Cloak of Mists	U	C	0.25	0.25	0.10
Confiscate	U	U	1.00	1.00	0.80
Congregate	W	C	0.25	0.25	0.10
Contamination	B	R	5.00	4.50	3.50
Copper Gnomes	A	R	3.30	3.00	3.00
Coral Merfolk	U	C	0.25	0.25	0.10
Corrupt	B	C	0.25	0.25	0.10
Cradle Guard	G	U	1.00	1.00	0.80
Crater Hellion	R	R	7.00	5.00	3.90
Crazed Skirge	B	U	1.00	1.00	0.80
Crosswinds	G	U	1.00	1.00	0.80
Crystal Chimes	A	U	1.00	1.00	0.80
Curfew	U	C	0.25	0.25	0.10
Dark Hatching	B	R	4.50	4.00	3.00
Dark Ritual	G	C	0.25	0.25	0.10
Darkest Hour	B	R	4.50	4.00	3.50
Defensive Formation	W	U	1.00	1.00	0.80
Despondency	B	C	0.25	0.25	0.10
Destructive Urge	R	U	1.00	1.00	0.80
Diabolic Servitude	B	U	1.00	1.00	0.80
Disciple of Grace	W	C	0.25	0.25	0.10
Disciple of Law	W	C	0.25	0.25	0.10
Discordant Dirge	B	R	3.30	3.00	3.00
Disenchant	W	C	0.25	0.25	0.10
Disorder	R	U	1.00	1.00	0.80
Disruptive Student	U	C	0.25	0.25	0.10
Douse	U	U	1.00	1.00	0.80
Dragon Blood	A	U	1.00	1.00	0.80
Drifting Djinn	U	R	4.50	3.00	3.00
Drifting Meadow	L	C	0.25	0.25	0.10
Dromosaur	R	C	0.25	0.25	0.10
Duress	B	C	0.25	0.25	0.20
Eastern Paladin	B	R	4.60	4.00	3.00
Electryte	R	R	4.00	3.00	3.00
Elite Archers	W	R	5.00	4.80	3.40
Elish Herder	G	C	0.25	0.25	0.10
Elish Lyrant	G	C	0.25	0.25	0.10
Enchantment Alteration	U	U	1.00	1.00	0.50
Endless Wurm	G	R	5.00	5.00	3.50
Endoskeleton	A	U	1.00	1.00	0.70
Energy Field	U	R	5.00	4.00	3.00
Exhaustion	U	U	1.00	1.00	0.80
Exhume	B	C	0.25	0.25	0.10
Exploration	C	R	5.00	5.00	3.50

Power Sink	U	C	0.25	0.25	0.10
Power Taint	U	C	0.25	0.25	0.10
Presence of the Master	W	U	1.00	1.00	0.80
Priest of Titania	B	U	1.00	1.00	0.80
Priest of Gix	G	C	0.25	0.25	0.10
Purging Scythe	A	R	4.00	3.00	3.00
Rain of Filth	B	U	1.00	1.00	0.80
Rain of Salt	R	U	1.00	1.00	0.80
Ravenous Skirge	B	C	0.25	0.25	0.10
Raze	R	C	0.25	0.25	0.10
Recantation	U	R	4.00	3.00	2.80
Reclusive Wight	B	U	1.00	1.00	0.80
Redeem	W	U	1.00	1.00	0.80
Reflexes	R	C	0.25	0.25	0.10
Rejuvenate	G	C	0.25	0.25	0.10
Remembrance	W	R	4.00	3.00	3.00
Remote Isle	L	C	0.25	0.25	0.10
Reprocess	B	R	3.50	3.00	3.00
Rescind	U	C	0.25	0.25	0.10
Retaliation	G	U	1.00	1.00	0.80
Retromancer	R	C	0.25	0.25	0.10
Rewind	U	C	0.25	0.25	0.10
Rumbling Crescendo	R	R	4.00	4.00	3.00
Rune of Protection: Artifacts	W	U	1.00	1.00	0.80
Rune of Protection: Black	R	C	0.25	0.25	0.10
Rune of Protection: Blue	W	C	0.25	0.25	0.10
Rune of Protection: Green	R	C	0.25	0.25	0.10
Rune of Protection: Lands	W	R	3.00	3.00	2.80
Rune of Protection: Red	R	C	0.25	0.25	0.10
Rune of Protection: White	W	C	0.25	0.25	0.10
Sanctum Custodian	W	C	0.25	0.25	0.10
Sanctum Guardian	W	U	1.00	1.00	0.80
Sandbar Merfolk	U	C	0.25	0.25	0.10
Sandbar Serpent	U	U	1.00	1.00	0.70
Sanguine Guard	B	U	1.00	1.00	0.80
Scald	R	U	1.10	1.00	0.80
Scoria Wurm	R	R	4.00	4.00	3.00
Scrap	R	C	0.25	0.25	0.10
Seasoned Marshal	W	U	1.00	1.00	0.80
Serra Avatar	W	R	10.00	9.00	6.80
Serra Zealot	W	C	0.25	0.25	0.10
Serra's Embrace	W	U	1.00	1.00	0.80
Serra's Hymn	W	U	1.00	1.00	0.80
Serra's Liturgy	R	U	3.00	3.00	3.00
Serra's Sanctum	L	R	4.50	4.00	3.00
Shimmering Barrier	W	U	1.00	1.00	0.70
Shiv's Embrace	R	U	1.00	1.00	0.70
Shivan Gorge	L	R	5.00	4.00	3.50
Shivan Heikite	R	R	6.30	5.30	4.00
Shivan Raptor	R	U	1.00	1.00	0.80
Show and Tell	U	R	4.90	4.00	3.00
Shower of Sparks	R	C	0.25	0.25	0.10
Sicken	B	C	0.25	0.25	0.10
Silent Attendant	W	C	0.25	0.25	0.10
Skirge Familiar	B	U	1.00	1.00	0.80
Skittering Skirge	B	C	0.25	0.25	0.10
Sleeper Agent	B	R	4.00	3.50	3.00
Slippery Karst	L	C	0.25	0.25	0.10
Smokestack	A	R	5.00	4.00	3.00
Smoldering Crater	L	C	0.25	0.25	0.10
Sneak Attack	R	R	7.00	5.00	3.90
Somnophore	U	R	4.00	4.00	3.50
Songstitcher	W	U	1.00	1.00	0.70
Soul Sculptor	W	R	4.00	4.00	3.00
Spined Fluke	B	U	1.00	1.00	0.80
Spire Owl	U	C	0.25	0.25	0.10
Sporogenesis	G	R	4.00	3.80	3.00
Spreading Algae	G	U	1.00	1.00	0.80
Steam Blast	R	U	1.00	1.00	0.80
Stern Proctor	U	U	1.00	1.00	0.80
Stroke of Genius	U	R	8.00	5.00	5.00
Sulfuric Vapors	R	R	4.00	4.00	3.50
Sunder	R	U	4.30	3.00	3.00
Swamp (4 Versions)	L	L	0.20	0.10	0.10
Symbiosis	G	C	0.25	0.25	0.10
Tainted Aether	B	R	4.00	3.00	3.00
Telepathy	U	U	1.00	1.00	0.80
Temporal Aperture	A	R	4.80	3.00	3.00
Thran Quarry	L	R	6.80	5.00	4.00
Thran Turbine	A	U	1.00	1.00	0.80
Thundering Giant	R	U	1.00	1.00	0.80
Time Spiral	R	R	8.00	5.00	3.50
Titania's Boon	G	U	1.00	1.00	0.80
Titania's Chosen	G	U	1.00	1.00	0.80
Tolarian Academy	L	R	6.00	5.00	3.00
Tolarian Winds	U	C	0.25	0.25	0.10
Torch Song	R	U	1.00	1.00	0.80
Treefolk Seedlings	G	U	1.00	1.00	0.80
Treetop Rangers	G	C	0.25	0.25	0.10
Turnabout	U	U	1.00	1.00	0.80
Umbilicus	A	R	4.00	4.00	3.00
Unnerve	B	C	0.25	0.25	0.10
Unworthy Dead	B	C	0.25	0.25	0.10
Urza's Armor	A	U	1.00	1.00	0.80
Vampiric Embrace	B	U	1.00	1.00	0.80
Veblud	B	R	3.00	3.00	2.80
Veil of Birds	U	C	0.25	0.25	0.10
Veiled Apparition	U	U	1.00	1.00	0.80
Veiled Crocodile	U	R	3.00	3.00	2.80
Veiled Sentry	U	U	1.00	1.00	0.80
Veiled Serpent	U	C	0.25	0.25	0.10
Venomous Fangs	G	C	0.25	0.25	0.10
Vernal Bloom	G	R	4.40	3.00	3.00
Vivashino Outrider	R	C	0.25	0.25	0.10
Vivashino Runner	R	C	0.25	0.25	0.10
Vivashino Sandwimmer	R	R	3.80	3.00	3.00
Vivashino Weaponsmith	R	C	0.25	0.25	0.10
Victimize	B	U	1.00	1.00	0.80

Vile Requiem	B	U	1.00	1.00	0.80
Voice of Grace	W	U	1.00	1.00	0.80
Voice of Law	W	U	1.00	1.00	0.80
Voltaic Key	A	U	1.30	1.00	1.00
Vug Lizard	R	U	1.00	1.00	0.80
Wall of Junk	A	U	1.00	1.00	0.70
War Dance	G	U	1.00	1.00	0.80
Waylay	W	U	1.00	1.00	0.80
Western Paladin	B	R	4.00	4.00	3.00
Whetstone	A	R	4.00	3.50	3.00
Whirlwind	G	R	3.90	3.50	3.00
Wild Dogs	G	C	0.25	0.25	0.10
Wildfire	R	R	4.90	4.00	3.00
Windfall	U	U	1.00	1.00	0.80
Winding Wurm	G	C	0.25	0.25	0.10
Wirecat	A	U	1.00	1.00	0.70
Witch Engine	B	R	3.80	3.50	3.00
Wizard Mentor	U	C	0.25	0.25	0.10
Worn Powerstone	A	U	1.10	1.00	0.80
Worship	W	R	6.80	6.00	5.00
Yawgmoth's Edict	B	U	1.00	1.00	0.80
Yawgmoth's Will	R	R	6.80	5.00	4.50
Zephid	U	R	4.00	3.50	3.00
Zephid's Embrace	U	U	1.00	1.00	0.80
Total			659.40	581.80	468.90



143 Cards

Urza's Legacy Set	140.00	140.00	115.00
Foil Set	795.00	795.00	795.00
Booster Box	106.25	105.00	57.00
Pre-constructed Deck	10.00	10.00	8.30
Booster Pack	8.40	6.80	5.10
Foil Rares	17.50	10.00	9.00
Foil Uncommons	5.50	4.00	3.00
Foil Commons	2.80	2.00	1.00

TOP FOIL CARDS	COL	RAR	UPPER	MEDIAN	LOWER
Defense Grid	A	R	20.00	10.00	10.00
Deranged Hermit	G	R	20.00	14.00	11.50
Grim Monolith	A	R	20.00	12.00	10.00
Might of Oaks	G	R	20.00	12.00	10.00
Multani, Maro-Sorcerer	G	R	20.00	13.50	10.00
Palinchron	U	R	20.00	11.00	10.00
Radiant, Archangel	W	R	20.00	11.00	10.00
Ring of Gix	A	R	20.00	12.00	10.00
Shivan Phoenix	R	R	20.25	10.00	10.00
Weatherseed Treefolk	G	R	20.00	10.00	10.00

CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
About Face	R	C	0.25	0.20	0.10
Angelic Curator	W	C	0.25	0.20	0.10
Angel's Trumpet	A	U	1.00	0.80	0.50
Anthropomorph	U	R	3.60	3.30	3.00
Archivist	U	R	4.30	4.00	3.80
Aura Flux	U	C	0.25	0.20	0.10
Avalanche Riders	R	U	1.10	1.00	1.00
Beast of Burden	A	R	4.30	3.00	3.00
Blessed Reversal	W	R	4.00	3.00	3.00
Bloated Toad	G	U	1.00	0.90	0.50
Bone Shredder	B	U	1.00	1.00	0.90
Bouncing Bebbles	U	C	0.25	0.20	0.10
Brink of Madness	B	R	4.00	3.80	3.00
Burst of Energy	W	C	0.25	0.20	0.10
Cessation	W	C	0.25	0.20	0.10
Cloud of Faeries	U	C	0.25	0.20	0.10
Crawlspace	A	R	4.00	3.50	3.00
Crop Rotation	G	C	0.25	0.20	0.10
Damping Engine	A	R	4.00	4.00	3.00
Darkwatch Elves	G	U	1.00	0.90	0.50
Defender of Chaos	R	C	0.25	0.20	0.10
Defender of Law	W	C	0.25	0.20	0.10
Defense Grid	A	R	5.30	5.00	3.80
Defense of the Heart	G	R	5.00	4.00	3.80
Delusions of Mediocrity	U	R	5.00	4.00	3.80
Deranged Hermit	G	R	6.40	5.90	5.00
Devout Harpist	W	C	0.25	0.20	0.10
Engineered Plague	B	U	1.00	1.00	0.50
Erase	W	C	0.25	0.20	0.10
Eviscerator	B	R	4.00	3.70	3.00
Expendable Troops	W	C	0.25	0.20	0.10
Faerie Conclave	L	U	1.00	1.00	1.00
Fleeting Image	U	R	5.00	4.00	3.40
Fog of Gnats	B	C	0.25	0.20	0.10
Forbidden Watchtower	L	U	1.00	1.00	0.90
Frantic Search	U	C	0.25	0.20	0.10
Gang of Elk	G	U	1.00	0.80	0.50
Ghlu Encampment	L	U	1.00	1.00	0.90
Ghlu Fire-Eater	R	U	1.00	0.90	0.50
Ghlu Slinger	R	C	0.25	0.20	0.10
Ghlu War Cry	R	U	1.00	0.90	0.50
Giant Cockroach	B	C	0.25	0.20	0.10
Goblin Medic	R	C	0.25	0.20	0.10
Goblin Welder	R	R	4.00	3.50	3.00
Granite Grip	R	C	0.25	0.20	0.10
Grim Monolith	A	R	5.80	5.10	5.00
Harmonic Convergence	G	U	1.00	0.90	0.50
Hidden Gibbons	G	R	4.00	3.50	3.00
Hope and Glory	W	U	1.00	0.90	0.50
Impending Disaster	R	R	4.30	3.50	3.00
Intervene	U	C	0.25	0.20	0.10
Iron Maiden	A	R	4.30	4.00	3.00
Iron Will	W	C	0.25	0.20	0.10
Jhoira's Toolbox	A	U	1.00	0.60	0.50
Karmic Guide	W	R	4.30	3.70	3.00
King Crab	U	U	1.00	0.90	0.50

Knighthood	W	U	1.00	1.00	0.70
Last-Ditch Effort	R	U	1.00	1.00	0.70
Lava Axe	R	C	0.25	0.20	0.10
Levitation	U	U	1.00	1.00	0.70
Lone Wolf	G	U	1.00	0.90	0.50
Lurking Skirge	B	R	3.60	3.00	3.00
Martyr's Cause	W	U	1.00	0.90	0.50
Memory Jar	A	R	5.00	3.80	3.00
Might of Oaks	G	R	6.00	6.00	5.00
Miscalculation	U	C	0.25	0.20	0.10
Molten Hydra	R	U	4.00	4.00	3.00
Mother of Runes	W	U	1.00	1.00	0.90
Multani, Maro-Sorcerer	G	R	7.10	5.50	3.60
Multani's Acolyte	G	C	0.25	0.20	0.10
Multani's Presence	G	U	1.00	1.00	0.70
No Mercy	B	R	5.30	4.50	3.60
Opal Avenger	W	R	3.60	3.30	3.00
Opal Champion	W	C	0.25	0.20	0.10
Opportunity	U	U	1.00	1.00	0.90
Ostracize	B	C	0.25	0.20	0.10
Palinchron	U	R	6.30	5.00	4.50
Parch	R	C	0.25	0.20	0.10
Peace and Quiet	W	U	1.00	0.90	0.50
Phyrexian Broodlings	B	C	0.25	0.20	0.10
Phyrexian Debaser	B	C	0.25	0.20	0.10
Phyrexian Defiler	B	U	1.00	0.90	0.50
Phyrexian Denouncer	B	C	0.25	0.20	0.10
Phyrexian Plaguelord	B	R	5.00	4.50	3.80
Phyrexian Reclamation	B	U	1.00	1.00	0.70
Plague Beetle	B	C	0.25	0.20	0.10
Planar Collapse	W	R	5.00	5.00	3.60
Purify	W	R	4.30	4.00	3.00
Pygmy Pyrosaur	R	C	0.25	0.20	0.10
Pyromancy	R	R	5.00	4.50	3.00
Quicksilver Amulet	A	R	5.00	4.10	3.80
Rack and Ruin	R	U	1.00	1.00	0.50
Radiant, Archangel	W	R	6.30	5.50	3.80
Radiant's Dragons	W	U	1.00	1.00	0.70
Radiant's Judgment	W	C	0.25	0.20	0.10
Rancor	G	C	0.30	0.25	0.15
Rank and File	B	U	1.00	0.90	0.50
Raven Familiar	U	U	1.00	1.00	0.70
Rebuild	U	U	1.00	0.90	0.50
Repopulate	G	C	0.25	0.20	0.10
Ring of Gix	A	R	6.40	5.50	4.10
Rivalry	R	R	3.30	3.00	3.00
Scrapheap	A	R	3.10	3.00	3.00
Second Chance	U	R	3.30	4.50	3.80
Shivan Phoenix	R	R	6.00	5.30	4.30
Sick and Tired	B	C	0.25	0.20	0.10
Silk Net	G	C	0.25	0.20	0.10
Simian Grunts	G	C	0.25	0.20	0.10
Sleeper's Guile	B	C	0.25	0.20	0.10
Slow Motion	U	C	0.25	0.20	0.10
Sluggishness	R	C	0.25	0.20	0.10
Snap	U	C	0.25	0.20	0.10
Spawning Pool	L	U	1.00	1.00	0.90
Subversion	B	R	4.00	4.00	3.40
Sustainer of the Realm	W	U	1.00	1.00	0.70
Swat	B	C	0.25	0.20	0.10
Tethered Skirge	B	U	1.00	0.90	0.50
Thornwind Faeries	U	C	0.25	0.20	0.10
Thran Lens	A	R	5.00	4.50	3.00
Thran War Machine	A	R	1.00	0.90	0.50
Thran Weaponry	A	R	4.00	3.30	3.00
Ticking Gnomes	A	U	1.00	0.90	0.50
Tinker	U	U	1.00	1.00	0.50
Tragic Poet	W	C	0.25	0.20	0.10
Treachurous Link	B	U	1.00	0.90	0.50
Treflok Mystic	G	C	0.25	0.20	0.10
Treetop Village	L	U	1.00	1.00	1.00
Unearth	B	C	0.25	0.20	0.10
Urza's Blueprints	A	R	4.00	3.50	3.00
Viashino Bay	C	C	0.25	0.20	0.10
Viashino Cutthroat	R	U	1.00	0.90	0.50
Viashino Heretic	R	U	1.00	0.90	0.50
Viashino Sandscout	R	C	0.25	0.20	0.10
Vigilant Drake	U	C	0.25	0.20	0.10
Walking Sponge	U	U	1.00	0.90	0.50
Weatherseed Elf	G	C	0.25	0.20	0.10
Weatherseed Faeries	U	C	0.25	0.20	0.10
Weatherseed Treflok	G	R	5.30	5.00	3.80
Wheel of Torture	A	R	4.00	4.00	3.00
Wing Snare	G	U	1.00	0.90	0.50
Yavimaya Granger	G	C	0.25	0.20	0.10
Yavimaya Scion	G	C	0.25	0.20	0.10
Yavimaya Wurm	G	C	0.25	0.20	0.10
Total			265.40	234.95	184.70



Rofellos's Gift	G	C	0.25	0.25	0.10
Sanctimony	W	U	1.00	1.00	0.80
Scent of Bribe	U	C	0.25	0.25	0.10
Scent of Cinder	R	C	0.25	0.25	0.10
Scent of Ivy	G	C	0.25	0.25	0.10
Scent of Jasmine	W	C	0.25	0.25	0.10
Scent of Nightshade	B	C	0.25	0.25	0.10
Scour	W	U	1.00	1.00	0.80
Scrying Glass	A	R	4.00	3.50	3.30
Serra Advocate	W	U	1.00	1.00	0.60
Sigil of Sleep	U	C	0.25	0.25	0.10
Skittering Horror	B	C	0.25	0.25	0.10
Slinking Skirge	B	C	0.25	0.25	0.10
Solidarity	W	C	0.25	0.25	0.10
Soul Feast	B	U	1.00	1.00	0.80
Sowing Salt	R	U	1.00	1.00	0.60
Splinter	G	U	1.00	1.00	0.80
Squirming Mass	B	C	0.25	0.25	0.10
Storage Matrix	A	R	4.00	3.00	3.00
Taunting Elf	G	C	0.25	0.25	0.10
Telepathic Spies	U	C	0.25	0.25	0.10
Temporal Adept	U	U	5.00	4.00	3.50
Tethered Griffin	W	U	4.50	4.00	3.50
Thieving Magpie	U	U	1.00	1.00	0.80
Thorn Elemental	G	R	6.50	5.50	5.00
Thran Dynamo	A	U	1.00	1.00	0.60
Thran Foundry	A	U	1.00	1.00	0.80
Thran Golem	A	R	4.80	4.00	3.50
Tormented Angel	W	C	0.25	0.25	0.10
Treachery	U	R	5.80	5.00	5.00
Trumpet Blast	R	C	0.25	0.25	0.10
Twisted Experiment	B	C	0.25	0.25	0.10
Urza's Incubator	A	R	4.00	4.00	3.00
Voice of Duty	W	U	1.00	1.00	0.60
Voice of Reason	W	U	1.00	1.00	0.60
Wake of Destruction	R	R	5.00	4.00	3.50
Wall of Glare	W	C	0.25	0.25	0.10
Wild Colos	R	C	0.25	0.25	0.10
Yavimaya Elder	G	C	0.25	0.25	0.10
Yavimaya Enchantress	G	U	1.00	1.00	0.80
Yavimaya Hollow	L	R	5.00	5.00	3.00
Yavimoth's Bargain	B	R	6.50	6.00	5.00
Total			275.35	248.05	197.10



Mercadian Masques Set (no foils)	312.50	275.00	237.50
Mercadian Masques Foil Set	1,400.00	1,300.00	1,200.00
Complete Set (incl. Foil)	1,550.00	1,500.00	1,450.00
Mercadian Masques Booster Box	90.25	88.50	86.75
Tournament Deck Box	92.50	90.00	87.50
Pre-Constructed Deck Box	86.25	82.50	78.75
Booster Pack	3.30	3.30	3.30
Tournament Deck	10.00	9.50	9.00
Pre-Constructed Deck	10.00	9.50	9.00
Premium Foil Pares	UR	11.50	6.50
Premium Foil Uncommons	UR	5.00	3.00
Premium Foil Commons	UR	2.50	1.00

TOP FOIL CARDS	COL	RAR	UPPER	MEDIAN	LOWER
Delirach	B	R	15.00	9.00	8.00
Dust Bowl	L	R	17.50	12.00	9.00
Misdirection	U	R	18.00	15.00	10.00
Nether Spirit	B	R	16.50	10.00	8.50
Rishadan Port	L	R	25.00	25.00	16.00
Squeeze, Goblin Nabob	R	R	20.00	15.00	13.50
Thrashing Wumpus	B	R	15.00	10.00	9.00
Two-Headed Dragon	R	R	17.50	14.00	11.50
Unmask	B	R	15.00	9.00	8.00

CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Aerial Caravan	U	R	4.00	3.00	3.00
Afterlife	W	U	1.00	1.00	0.50
Alabaster Wall	W	C	0.25	0.25	0.10
Alley Grifters	B	C	0.25	0.25	0.15
Ancestral Mask	G	C	0.25	0.25	0.10
Armistice	W	R	4.00	3.00	3.00
Arms Dealer	R	U	1.00	0.80	0.50
Arrest	W	U	1.00	0.80	0.50

Assembly Hall	A	R	4.00	3.00	3.00
Ballista Squad	W	U	1.00	0.90	0.50
Balloon Peddler	U	C	0.25	0.25	0.10
Barbed Wire	A	U	1.00	1.00	0.70
Bargaining Table	A	R	5.00	4.00	3.00
Battle Rampart	R	C	0.25	0.25	0.10
Battle Squadron	R	R	4.10	3.00	3.00
Bifurcate	G	R	4.10	4.00	3.00
Black Market	B	R	4.00	4.00	3.80
Blaster Mage	R	C	0.25	0.25	0.10
Blockade Runner	U	C	0.25	0.25	0.10
Blood Hound	R	R	4.00	3.00	3.00
Blood Oath	R	U	5.00	4.00	3.40
Boa Constrictor	G	U	1.00	0.80	0.50
Bog Smugglers	B	C	0.25	0.25	0.10
Bog Witch	B	C	0.25	0.25	0.10
Brainstorm	U	R	0.25	0.25	0.10
Brawl	R	C	4.00	4.00	3.80
Briar Patch	G	U	1.00	0.90	0.50
Bribery	U	R	7.00	5.30	5.00
Buoyancy	U	C	0.25	0.25	0.10
Cackling Witch	B	U	1.00	0.80	0.50
Caller of the Hunt	G	R	4.30	4.00	3.80
Cateran Brute	B	C	0.25	0.25	0.10
Cateran Enforcer	B	U	1.00	0.80	0.50
Cateran Kidnappers	B	U	1.00	0.80	0.50
Cateran Overlord	B	R	5.10	5.00	3.80
Cateran Persuader	B	C	0.25	0.25	0.10
Cateran Slayer	B	R	5.00	4.50	3.80
Cateran Summons	B	U	1.00	0.80	0.50
Cautious Wasps	G	U	1.00	0.80	0.50
Cave Sense	R	C	0.25	0.25	0.10
Cave-In	R	R	5.00	4.50	3.40
Cavern Crawler	C	C	0.25	0.25	0.10
Ceremonial Guard	R	C	0.25	0.25	0.10
Chambered Nautilus	U	U	1.00	1.00	0.70
Chameleon Spirit	U	U	1.00	1.00	0.70
Charisma	U	R	5.00	5.00	3.80
Charm Peddler	W	C	0.25	0.25	0.10
Charmed Griffin	W	U	1.00	0.80	0.50
Cho-Arrim Alchemist	R	U	4.60	4.00	3.40
Cho-Arrim Bruiser	W	R	4.10	3.70	3.00
Cho-Arrim Legate	W	U	1.00	1.00	0.70
Cho-Manno, Revolutionary	W	R	5.30	4.50	3.80
Cho-Manno's Blessing	W	C	0.25	0.25	0.10
Cinder Elemental	R	U	1.00	1.00	0.70
Clear the Land	G	R	5.00	4.00	3.00
Close Quarters	R	U	1.00	1.00	0.70
Cloud Sprite	U	C	0.25	0.25	0.10
Coastal Piracy	U	U	1.00	1.00	0.70
Collective Unconscious	G	R	5.10	5.00	4.50
Common Cause	W	R	4.20	4.00	3.00
Conspiracy	B	R	5.00	4.00	3.40
Cornered Market	W	R	4.10	3.00	3.00
Corrupt Official	B	R	4.00	3.00	3.00
Counterspell	U	C	0.25	0.25	0.10
Cowardice	U	R	4.10	3.80	3.00
Crackdown	W	R	4.00	4.00	3.80
Crag Saurian	R	R	4.00	3.00	3.00
Crash	C	C	0.25	0.25	0.10
Credit Voucher	A	U	1.00	1.00	0.70
Crenelated Wall	A	U	1.00	0.80	0.50
Crooked Scales	A	R	4.00	3.00	3.00
Crossbow Infantry	R	C	0.25	0.25	0.10
Crumbling Sanctuary	A	R	5.00	4.00	3.80
Customs Depot	U	U	1.00	0.80	0.50
Dark Ritual	B	C	0.25	0.25	0.10
Darting Merfolk	U	C	0.25	0.25	0.10
Dawnstrider	G	R	5.00	5.00	4.50
Deadly Insect	G	C	0.25	0.25	0.10
Deathgaze	B	U	1.00	1.00	0.70
Deepwood Drummer	G	C	0.25	0.25	0.10
Deepwood Elder	R	R	4.00	4.00	3.40
Deepwood Ghoul	B	C	0.25	0.25	0.10
Deepwood Legate	B	U	1.00	1.00	0.70
Deepwood Tantiv	G	U	1.00	0.50	0.50
Deepwood Wolverine	G	C	0.25	0.25	0.10
Dehydration	U	C	0.25	0.25	0.10
Delirach	B	R	6.00	5.00	4.80
Desert Twister	G	U	1.00	0.80	0.50
Devout Witness	W	C	0.25	0.25	0.10
Diplomatic Escort	U	U	1.00	0.80	0.50
Diplomatic Immunity	U	C	0.25	0.25	0.10
Disenchant	W	C	0.25	0.25	0.10
Distorting Lens	A	R	4.30	4.00	3.80
Drake Chitching	L	C	0.25	0.25	0.10
Dust Bowl	L	R	6.30	5.00	5.00
Embargo	U	U	5.00	4.00	3.80
Energy Flux	U	U	1.00	0.80	0.50
Enslaved Horror	B	U	1.00	0.90	0.50
Ertirizion	G	R	4.10	3.00	3.00
Extortion	B	R	4.00	3.90	3.00
Extravagant Spirit	R	R	4.10	4.00	3.80
Eye of Ramos	A	R	5.00	4.00	3.00
False Demise	U	U	1.00	1.00	0.70
Ferocity	C	C	0.25	0.25	0.10
Flailing Manticores	R	R	4.00	3.30	3.00
Flailing Ogre	R	U	1.00	1.00	0.50
Flailing Soldier	R	C	0.25	0.25	0.10
Flaming Sword	R	C	0.25	0.25	0.10
Food Chain	G	R	4.10	4.00	3.00
Forced March	B	R	5.00	4.00	3.60
Forest	L	L	0.15	0.10	0.10
Foster	G	L	4.10	3.90	3.00
Fountain of Cho	L	U	1.00	1.00	0.50
Fountain Watch	W	U	5.00	5.00	3.80
Fresh Volunteers	W	C	0.25	0.25	0.10
Furious Assault	R	C	0.25	0.25	0.10
Game Preserve	G	R	4.10	4.00	3.00
General's Regalia	A	R	4.00	3.00	3.00

W	U	1.00	0.90
U	U	1.00	1.00
A	A	1.00	1.00
C	0.25	0.25	0.25
R	R	5.00	4.00
C	0.25	0.25	0.25
R	R	4.10	3.00
G	B	4.10	4.00
B	R	4.00	4.00
C	0.25	0.25	0.25
U	U	5.00	4.00
R	R	4.00	3.00
G	U	1.00	0.80
B	C	0.25	0.25
B	C	0.25	0.25
C	0.25	0.25	0.25
R	R	4.00	4.00
G	U	1.00	0.90
U	U	7.00	5.30
C	0.25	0.25	0.25
B	U	1.00	0.80
B	R	4.30	4.00
G	C	0.25	0.25
B	U	1.00	0.80
B	U	1.00	0.80
B	R	5.10	5.00
C	0.25	0.25	0.25
R	R	5.00	4.50
G	U	1.00	0.80
C	0.25	0.25	0.25
R	C	0.25	0.25
U	U	1.00	1.00
U	U	1.00	1.00
U	U	5.00	5.00
C	0.25	0.25	0.25
W	U	1.00	0.80
W	R	4.60	4.00
U	U	4.10	3.70
W	R	5.30	4.50
W	C	0.25	0.25
R	U	1.00	1.00
G	R	5.00	4.00
U	U	1.00	1.00
U	C	0.25	0.25
U	C	0.25	0.25
G	R	5.10	5.00
W	B	4.20	4.00
W	B	5.00	4.00
W	R	4.10	3.00
U	U	4.00	3.00
U	C	0.25	0.25
R	R	4.10	3.80
W	R	4.00	4.00
R	R	4.00	3.00
C	0.25	0.25	0.25
A	U	1.00	1.00
A	U	1.00	0.80
A	R	4.00	3.00
C	0.25	0.25	0.25
A	U	5.00	4.00
B	C	0.25	0.25
G	C	0.25	0.25
G	C	5.00	5.00
B	U	1.00	1.00
G	C	0.25	0.25
G	C	4.00	4.00
C	0.25	0.25	0.25
B	U	1.00	1.00
G	C	0.25	0.50
U	C	0.25	0.25
B	R	6.00	5.00
W	U	1.00	0.80
G	C	0.25	0.25
U	U	1.00	0.80
U	C	0.25	0.25
C	0.25	0.25	0.25
A	R	4.30	4.00
C	0.25	0.25	0.25
U	U	5.00	4.00
U	U	1.00	0.80
B	U	1.00	0.90
B	R	4.10	3.00
B	R	4.00	3.90
U	R	4.10	4.00
A	R	5.00	4.00
U	U	1.00	1.00
G	C	0.25	0.25
R	R	4.00	3.30
U	U	1.00	1.00
C	0.25	0.25	0.25
R	C	0.25	0.25
G	R	4.10	4.00
L	L	0.15	0.10
L	L	0.10	0.10
W	C	0.25	0.25
W	R	5.00	5.00
C	0.25	0.25	0.25
G	C	0.25	0.25
A	R	4.10	4.00
G	A	4.00	3.00

NEMESIS

143 Cards

Nemesis Set (no foils)	163.75	162.50	161.25
Nemesis Foil Set	887.50	825.00	762.50
Complete Set (incl. Foil)	1,000.00	950.00	900.00
Nemesis Booster Box	90.00	90.00	87.50
Nemesis Pre-Constructed Deck Box	84.75	81.50	78.25
Nemesis Booster Pack	3.30	3.30	3.30
Nemesis Pre-Constructed Deck	10.00	10.00	9.00
Foil Rare	14.00	8.00	7.00
Foil Uncommon	6.80	3.00	3.00
Foil Common	2.80	1.00	1.00

TOP FOIL CARDS	COL	RAR	UPPER	MEDIAN	LOWER
Blinding Angel	W	R	16.00	11.50	10.00
Kor Haven	L	R	15.50	10.00	8.80
Lin Sivi, Defiant Hero	W	R	16.00	13.50	10.75
Parallax Tide	U	R	15.50	10.00	8.00
Parallax Wave	W	R	15.75	12.50	10.00
Rhox	G	R	15.50	10.00	8.80
Rootwater Thief	U	R	15.50	10.00	8.00
Saproling Burst	G	R	15.50	12.00	10.75
Tangle Wire	A	R	16.00	14.50	10.25
Volrath the Fallen	B	R	15.50	10.00	8.00

CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Accumulated Knowledge	U	C	0.25	0.25	0.10
Aether Barrier	U	R	4.20	3.50	3.00
Air Bladder	C	C	0.25	0.20	0.10
Ancient Hydra	R	U	1.00	0.80	0.50
Angelic Favor	W	U	1.00	0.60	0.50
Animate Land	G	U	1.00	0.60	0.50
Arc Mage	R	U	1.00	0.60	0.50
Ascendant Evincar	B	R	6.00	5.00	3.80
Avenger en-Dal	W	R	5.00	4.00	3.00
Battlefield Percher	B	U	1.00	0.60	0.50
Belbe's Armor	A	U	1.00	0.60	0.50
Belbe's Percher	C	C	0.25	0.20	0.10
Belbe's Portal	A	R	5.00	3.50	3.00
Blastoderm	G	C	0.50	0.25	0.15
Blinding Angel	W	R	6.30	5.50	4.90
Bola Warrior	C	C	0.25	0.20	0.10
Carnion Wall	B	U	1.00	0.60	0.50
Chieftain en-Dal	W	U	1.00	0.90	0.50
Cloudskate	C	C	0.25	0.20	0.10
Coiling Woodworm	G	U	1.00	0.60	0.50
Complex Automaton	A	R	4.30	3.00	3.00
Dark Triumph	B	U	1.00	0.60	0.50
Daze	C	C	0.25	0.20	0.10
Death Pit Offering	B	R	5.00	5.00	3.00
Defender en-Vec	C	C	0.25	0.20	0.10
Defiant Falcon	W	C	0.25	0.20	0.10
Defiant Vanguard	W	U	1.00	0.80	0.50
Divining Witch	B	R	4.00	3.50	3.00
Dominate	U	U	1.00	1.00	0.50
Downhill Charge	R	C	0.25	0.20	0.10
Ensnare	U	U	1.00	0.90	0.50
Eye of Yawgmoth	A	R	4.30	3.30	3.00
Fanatical Devotion	W	C	0.25	0.20	0.10
Flame Rift	C	C	0.25	0.20	0.10
Flint Golem	A	U	1.00	0.60	0.50
Flowstone Armor	A	U	1.00	0.60	0.50
Flowstone Crusher	C	C	0.25	0.20	0.10
Flowstone Overseer	R	R	5.20	4.50	3.60
Flowstone Slide	R	C	4.20	3.40	3.00
Flowstone Strike	R	C	0.25	0.20	0.10
Flowstone Surge	R	U	1.00	0.90	0.50
Flowstone Thopter	A	U	1.00	0.60	0.50
Flowstone Wall	C	C	0.25	0.20	0.10
Fog Patch	G	C	0.25	0.20	0.10
Harvest Mage	G	C	0.25	0.20	0.10
Infiltrate	U	C	0.25	0.20	0.10
Jolting Merfolk	U	U	1.00	0.80	0.50
Kill Switch	A	R	5.90	4.50	3.90
Kor Haven	L	R	5.30	5.00	3.60
Lacolith Grunt	R	C	0.25	0.20	0.10
Lacolith Rig	C	C	0.25	0.20	0.10
Lacolith Titan	R	U	5.00	4.50	3.00
Lacolith Warrior	R	U	1.00	0.90	0.50
Lacolith Whelp	C	C	0.25	0.20	0.10
Lashknife	W	C	0.25	0.20	0.10
Lawbringer	W	C	0.25	0.20	0.10
Lightbringer	W	C	0.25	0.20	0.10
Lin Sivi, Defiant Hero	R	R	7.10	6.00	5.40
Mana Cache	R	R	4.20	3.50	3.00
Massacre	B	U	1.00	1.00	0.50
Mind Slash	B	U	1.00	0.90	0.50
Mind Swords	C	C	0.25	0.20	0.10
Mogg Alarm	R	U	1.00	0.60	0.50
Mogg Salvage	R	U	1.00	0.60	0.50
Mogg Toady	C	C	0.25	0.20	0.10
Moggcatcher	R	U	4.60	3.00	3.00
Mossdog	G	C	0.25	0.20	0.10
Murderous Betrayal	B	R	4.00	3.00	2.90
Nesting Wurm	G	U	1.00	0.90	0.50
Netter en-Dal	W	C	0.25	0.20	0.10
Noble Stand	W	U	1.00	0.90	0.50
Off Balance	W	C	0.25	0.20	0.10
Oracle's Attendants	R	R	4.00	3.00	3.00
Oravid	U	C	0.25	0.20	0.10
Overland Terrain	G	R	5.00	4.50	3.00
Pack Hunt	G	R	5.00	4.00	3.00
Pale Moon	U	R	4.00	3.50	3.00
Parallax Dementia	B	C	0.25	0.20	0.10
Parallax Inhibitor	A	R	4.00	4.00	3.00
Parallax Nexus	B	R	5.00	3.80	3.00

Parallax Tide	U	R	6.00	5.00	4.90
Parallax Wave	W	R	5.50	5.00	5.00
Phyrexian Driver	B	C	0.25	0.20	0.10
Phyrexian Provler	B	U	1.00	0.60	0.50
Plague Witch	B	C	0.25	0.20	0.10
Predator, Flagship	A	R	5.00	4.80	4.00
Rackling	A	U	1.00	0.80	0.50
Rathi Assassin	B	R	5.00	4.50	3.80
Rathi Fiend	B	U	1.00	0.80	0.50
Rathi Intimidator	B	C	0.25	0.20	0.10
Rathi's Edge	L	R	5.00	4.00	2.90
Refreshing Rain	G	U	1.00	0.90	0.50
Rejuvenation Chamber	A	U	1.00	0.60	0.50
Reverent Silence	G	C	0.25	0.20	0.10
Rhox	G	R	5.30	5.00	4.70
Rising Waters	U	R	5.00	5.00	3.80
Rootwater Commando	U	C	0.25	0.20	0.10
Rootwater Thief	R	R	6.30	5.40	5.00
Rupture	R	U	1.00	0.90	0.50
Rusting Golem	A	U	1.00	0.60	0.50
Saproling Burst	G	R	6.00	5.30	5.00
Saproling Cluster	G	R	5.00	4.00	3.00
Seahunter	U	R	4.00	3.00	3.00
Seal of Cleansing	W	C	0.25	0.25	0.10
Seal of Doom	B	C	0.25	0.20	0.10
Seal of Fire	R	C	0.25	0.25	0.15
Seal of Removal	U	C	0.25	0.20	0.10
Seal of Strength	G	C	0.25	0.20	0.10
Shrieking Mogg	R	R	4.20	3.80	3.00
Silkenfist Fighter	W	C	0.25	0.20	0.10
Silkenfist Order	W	U	1.00	0.60	0.50
Siviv's Ruse	W	U	1.00	0.90	0.50
Siviv's Valor	W	R	4.20	3.00	3.00
Skyshroud Behemoth	G	R	5.00	3.90	3.00
Skyshroud Claim	G	C	0.25	0.20	0.10
Skyshroud Cutter	G	C	0.25	0.20	0.10
Skyshroud Poacher	G	R	5.30	3.50	3.00
Skyshroud Ridgeback	G	C	0.25	0.20	0.10
Skyshroud Sentinel	G	C	0.25	0.20	0.10
Slipdisc Serpent	U	R	4.30	3.00	3.00
Sneaky Homunculus	U	C	0.25	0.20	0.10
Spineless Thug	B	C	0.25	0.20	0.10
Spiritual Asylum	W	R	5.00	4.00	3.00
Spitful Bully	C	C	0.25	0.20	0.10
Stampede Driver	U	U	1.00	0.90	0.50
Stronghold Biologist	U	U	1.00	0.60	0.50
Stronghold Discipline	B	C	0.25	0.20	0.10
Stronghold Gambit	R	R	4.20	3.00	3.00
Stronghold Machinist	U	U	1.00	0.60	0.50
Stronghold Zeppelin	U	U	1.00	0.60	0.50
Submerge	U	U	1.00	0.60	0.50
Tangle Wire	A	R	7.30	5.50	4.60
Terrain Generator	L	U	1.00	0.60	0.50
Topple	W	C	0.25	0.20	0.10
Treetop Bracers	G	C	0.25	0.20	0.10
Trickster Mage	C	C	0.25	0.20	0.10
Vicious Hunger	B	C	0.25	0.20	0.10
Viseling	A	U	1.00	0.80	0.50
Voice of Truth	W	U	1.00	0.60	0.50
Volrath the Fallen	B	R	6.00	5.00	4.00
Wandering Eye	C	C	0.25	0.20	0.10
Wild Mammoth	G	U	1.00	0.60	0.50
Woodripper	G	U	1.00	0.80	0.50
Total			278.20	225.30	181.40

PROPHECY

143 Cards

Prophecy Set (no foils)	155.00	150.00	150.00
Prophecy Foil Set	712.50	700.00	650.00
Complete Set (incl. Foil)	850.00	850.00	837.50
Pre-Constructed Deck Box	102.50	95.00	92.50
Booster Box	99.75	90.50	88.75
Pre-Constructed Deck	10.25	9.50	9.00
Booster Pack	3.30	3.30	3.30
Foil Rare	10.25	10.00	7.80
Foil Uncommon	5.00	4.50	3.00
Foil Common	3.00	1.50	0.90

TOP FOIL CARDS	COL	RAR	UPPER	MEDIAN	LOWER
Avatar of Fury	R	R	14.50	10.00	10.00
Avatar of Hope	W	R	14.75	12.00	9.50
Avatar of Might	G	R	14.00	10.00	9.50
Avatar of Will	U	R	17.25	10.00	9.50
Avatar of Woe	B	R	18.25	13.50	12.00
Greel, Mind Raker	B	R	12.75	10.00	9.30
Jorrael, Empress of Beasts	G	R	12.25	10.00	9.50
Mageta, the Lion	W	R	15.50	12.00	10.00
Rhystic Tutor	B	R	12.00	10.00	9.50
Vitalizing Wind	G	R	12.25	10.00	9.50

CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Abolish	W	U	1.00	0.80	0.50
Agent of Shauku	B	C	0.25	0.25	0.10
Alexi, Zephyr Mage	U	R	5.00	5.00	4.00
Alexi's Cloak	U	C	0.25	0.25	0.10
Aura Fracture	W	C	0.25	0.25	0.10
Avatar of Fury	R	R	7.10	6.00	5.80
Avatar of Hope	W	R	6.10	6.00	5.40
Avatar of Might	G	R	7.10	5.80	5.00
Avatar of Will	U	R	7.60	6.00	5.00
Avatar of Woe	B	R	8.30	7.30	6.20
Barbed Field	R	U	1.00	0.90	0.50
Blessed Wind	R	U	5.00	4.50	4.00
Bog Elemental	B	R	5.00	4.50	3.00
Bog Glider	B	C	0.25	0.25	0.10
Branded Brawlers	R	C	0.25	0.25	0.10
Brutal Suppression	R	U	1.00	1.00	0.50

Calming Verse	G	C	0.25	0.25	0.10
Celestial Convergence	W	R	5.00	4.00	3.00
Chilling Apparition	B	U	1.00	0.80	0.50
Chimeric Idol	A	U	2.10	2.00	0.90
Citadel of Pain	R	U	1.00	0.90	0.50
Coastal Hornclaw	U	C	0.25	0.25	0.10
Coffin Puppets	B	R	5.00	4.00	3.00
Copper-Leaf Angel	A	R	5.00	5.00	4.20
Darba	G	U	1.00	0.90	0.50
Death Chatterer	B	C	0.25	0.25	0.10
Denying Wind	U	R	5.00	5.00	4.80
Despoil	B	C	0.25	0.25	0.10
Devastate	R	C	0.25	0.25	0.10
Diving Griffin	W	C	0.25	0.25	0.15
Dual Nature	G	R	5.00	4.50	3.00
Elephant Resurgence	G	R	4.00	4.00	3.00
Endbringer's Revel	B	U	1.00	0.60	0.50
Entangler	W	U	1.00	0.60	0.50
Excavation	U	C	0.25	0.25	0.10
Excise	W	C	0.25	0.25	0.10
Fault Riders	R	C	0.25	0.25	0.10
Fen Stalker	B	C	0.25	0.25	0.10
Fickle Eftreet	R	R	4.30	3.50	3.00
Flamewhot	R	U	1.00	0.60	0.50
Flay	B	C	0.25	0.25	0.10
Flowering Field	W	U	1.00	0.60	0.50
Foil	U	U	1.80	1.30	1.00
Forgotten Harvest	G	R	5.00	3.50	3.00
Glittering Lion	W	U	1.00	0.60	0.50
Glittering Lynx	C	C	0.25	0.25	0.10
Greel, Mind Raker	B	R	6.00	5.50	4.00
Greel's Caress	B	C	0.25	0.25	0.10
Gulf Squid	U	C	0.25	0.25	0.15
Hazy Homunculus	C	C	0.25	0.25	0.10
Heightened Awareness	U	R	5.00	4.50	3.00
Hollow Warrior	A	U	1.00	0.60	0.50
Infernal Genesis	B	R	5.00	4.50	3.00
Inflame	R	C	0.25	0.25	0.15
Jeweled Spirit	W	R	5.30	5.00	4.80
Jolrael, Empress of Beasts	G	R	6.00	5.30	4.70
Jolrael's Favor	G	C	0.25	0.25	0.10
Keldon Arsonist	R	U	1.00	0.60	0.50
Keldon Battlemagion	A	R	4.30	4.00	3.00
Keldon Berserker	B	C	0.25	0.25	0.10
Keldon Firebombers	R	R	5.00	4.30	3.00
Latulla, Keldon Overseer	R	R	5.00	5.00	4.00
Latulla's Orders	R	C	0.25	0.25	0.10
Lesser Gargadon	R	U	1.00	0.60	0.50
Living Terrain	G	U	1.00	1.00	0.50
Mageta, the Lion	W	R	7.00	6.00	5.40
Mageta's Boon	W	C	0.25	0.25	0.10
Mana Vapors	U	U	1.00	0.90	0.50
Marsh Boa	G	C	0.25	0.25	0.10
Mercenary Informer	W	R	5.00	5.00	4.20
Mine Bearer	W	C	0.25	0.25	0.10
Mirror Strike	W	U	1.00	0.90	0.50
Mungha Wurm	G	R	5.00	5.00	4.20
Nakaya Shade	B	U	1.00	0.60	0.50
Noxious Field	B	U	1.00	0.60	0.50
Outbreak	B	U	1.00	0.60	0.50
Overburden	R	U	5.00	4.00	3.60
Panic Attack	C	C	0.25	0.25	0.10
Pit Raptor	B	U	1.00	0.90	0.50
Plague Fiend	B	C	0.25	0.25	0.10
Plague Wind	B	R	5.00	5.00	4.80
Psychic Theft	U	R	5.00	4.00	3.60
Pygmy Razorback	G	C	0.25	0.25	0.10
Quicksilver Wall	U	U	1.00	0.60	0.50
Rebel Informer	B	R	5.30	5.00	4.00
Rethink	U	C	0.25	0.25	0.10
Reveille Squad	W	U	1.00	1.00	0.50
Rhystic Cave	L	U	1.00	0.60	0.50
Rhystic Circle	W	C	0.25	0.25	0.10
Rhystic Deluge	C	C	0.25	0.25	0.10
Rhystic Lightning	R	C	0.25	0.25	0.15
Rhystic Scrying	U	U	1.00	0.80	0.50
Rhystic Shield	W	C	0.25	0.25	0.10
Rhystic Study	U	C	0.25	0.25	0.10
Rhystic Syphon	B	U	1.00	0.60	0.50
Rhystic Tutor	B	R	6.00	5.00	4.80
Rib Cage Spider	G	C	0.25	0.25	0.10
Ribbon Snake	U	C	0.25	0.25	0.10
Ridgeline Rager	R	C	0.25	0.25	0.10
Root Cage	G	U	1.00	1.00	0.50
Samite Sanctuary	W	R	5.00	4.00	3.00
Scoria Cat	R	U	1.00	0.60	0.50
Search for Survivors	R	R	5.00	3.50	3.00
Searing Wind	R	R	5.00	5.00	3.60
Sheltering Prayers	W	R	5.00	5.00	3.60
Shield Dancer	W	U	1.00	0.60	0.50
Shrouded Serpent	U	R	5.00	3.50	3.00
Silt Crawler	G	C	0.25	0.25	0.10
Snag	G	U	1.00	0.60	0.50
Soul Chatterer	W	C	0.25	0.25	0.10
Soul Strings	B	C	0.25	0.25	0.10
Spiketail Drake	U	U	1.00	0.60	0.50
Spiketail Hatchling	C	C	0.25	0.25	0.10
Spitting Spider	G	U	1.00	0.60	0.50
Spore Frog	R	C	0.25	0.25	0.10
Spur Grappler	R	C	0.25	0.25	0.10
Squirrel Wrangler	B	R	5.00	5.00	4.00
Steal Strength	B	C	0.25	0.25	0.10
Stormwatch Eagle	U	C	0.25	0.25	0.10
Sunken Field	U	U	1.00	0.60	0.50
Sword Dancer	U	U	1.00	0.60	0.50
Task Mage Assembly	R	R	5.00	4.00	3.00
Thresher Beast	G	C	0.25	0.25	0.10
Thrive	G	C	0.25	0.25	0.10
Trenching Steed	W	C	0.25	0.25	0.10
Troubled Healer	W	C	0.25	0.25	0.10



Breaking Wave	U	R	4.40	4.00	3.00
Breath of Darigaaz	R	U	1.00	1.00	0.70
Callous Giant	R	R	5.00	4.00	3.00
Canopy Surge	G	U	1.00	1.00	0.70
Capashen Unicorn	W	C	0.25	0.25	0.10
Captain Sisay	D	R	5.00	5.00	3.80
Cauldron Dance	D	U	1.00	1.00	0.70
Chaotic Strike	D	U	1.00	0.90	0.50
Charging Troll	D	U	1.00	1.00	0.90
Chromatic Sphere	A	U	1.00	1.00	0.70
Cinder Shade	D	U	1.00	1.00	0.80
Coalition Victory	R	D	5.00	5.00	3.90
Coastal Tower	L	R	1.80	1.00	0.90
Collapsing Borders	R	R	4.00	4.00	3.00
Collective Restraint	U	R	5.00	5.00	4.00
Cremate	B	U	1.00	1.00	0.80
Crimson Acolyte	W	C	0.25	0.25	0.10
Crosis, the Purger	D	R	7.10	6.00	5.60
Crosis's Attendant	A	U	1.00	0.90	0.50
Crown of Flames	R	C	0.25	0.25	0.10
Crusading Knight	W	R	5.00	4.50	4.00
Crypt Angel	B	R	5.00	5.00	4.80
Crystal Spray	U	R	4.10	3.00	2.90
Cursed Flesh	B	C	0.25	0.25	0.10
Darigaaz, the Igniter	R	D	7.00	6.00	5.40
Darigaaz's Attendant	A	U	1.00	0.90	0.50
Death or Glory	W	R	5.00	4.00	4.00
Defiling Tears	B	R	1.00	0.90	0.50
Desperate Research	B	U	5.00	3.80	3.00
Devouring Strossus	B	R	6.00	5.50	4.80
Dismantling Blow	W	C	0.25	0.25	0.10
Disrupt	U	U	1.00	0.90	0.50
Distorting Wake	U	U	5.00	4.00	3.80
Divine Presence	W	R	4.10	4.00	3.60
Do or Die	B	R	5.00	4.50	3.90
Drake-Skull Cameo	A	U	1.00	1.00	0.90
Dream Thrush	U	C	0.25	0.25	0.10
Dredge	B	U	1.00	0.80	0.50
Dromar, the Banisher	D	R	6.00	6.00	5.90
Dromar's Attendant	A	U	1.00	0.90	0.50
Dueling Grounds	D	R	5.00	4.50	4.00
Duskwalker	B	C	0.25	0.25	0.10
Elfhame Palace	L	U	2.00	1.30	0.90
Elfhame Sanctuary	G	U	1.00	1.00	0.90
Elvish Champion	G	R	6.10	5.00	4.40
Empress Galina	U	R	4.60	4.00	3.00
Essence Leak	U	U	1.00	0.90	0.70
Exclude	U	C	0.25	0.25	0.10
Exotic Curse	B	C	0.25	0.25	0.10
Explosive Growth	G	C	0.25	0.25	0.10
Fact or Fiction	U	U	2.30	1.80	0.90
Faerie Squadron	U	C	0.25	0.25	0.10
Fertile Ground	G	C	0.25	0.25	0.10
Flight or Flight	W	R	5.00	4.00	3.00
Firebrand Ranger	R	U	1.00	1.00	0.80
Fires of Yavimaya	D	U	2.00	1.00	0.90
Firecrafter	B	C	0.25	0.25	0.10
Forest (four versions)	L	L	0.10	0.10	0.10
Frenzied Tilling	D	C	0.25	0.25	0.10
Galina's Knight	D	C	0.25	0.25	0.10
Geothermal Crevice	L	C	0.25	0.25	0.10
Ghitu Fire	R	R	5.30	5.00	4.00
Glimmering Angel	W	C	0.25	0.25	0.10
Global Ruin	W	R	5.00	4.00	3.00
Goblin Spy	R	U	1.00	0.90	0.50
Gotham Djinn	B	U	1.00	1.00	0.70
Halam Djinn	R	U	1.00	1.00	0.80
Hanna, Ship's Navigator	D	R	5.30	4.50	3.00
Harrow	G	C	0.25	0.25	0.10
Harsh Judgment	W	R	5.00	4.00	3.60
Hate Weaver	B	U	1.00	1.00	0.70
Heroes' Reunion	D	U	1.00	1.00	0.70
Holy Day	W	C	0.25	0.25	0.10
Hooded Kavu	R	C	0.25	0.25	0.10
Horned Cheetah	D	U	1.00	0.90	0.70
Hunting Kavu	D	U	1.00	0.90	0.50
Hypnotic Cloud	B	C	0.25	0.25	0.10
Irrigation Ditch	L	C	0.25	0.25	0.10
Island (four versions)	L	L	0.10	0.10	0.10
Jade Leech	G	R	5.10	4.00	3.00
Juntu Stakes	A	R	5.00	4.00	3.40
Kangee, Aerie Keeper	D	R	4.30	3.50	3.00

Kavu Aggressor	R	C	0.25	0.25	0.10
Kavu Chameleon	G	U	1.30	1.00	0.50
Kavu Climber	G	C	0.25	0.25	0.10
Kavu Lair	G	R	5.00	3.80	2.90
Kavu Monarch	R	R	5.00	4.30	3.00
Kavu Runner	R	U	1.00	0.90	0.50
Kavu Scout	R	C	0.25	0.25	0.10
Kavu Titan	G	R	6.50	6.00	5.00
Keldon Necropolis	L	R	4.30	3.50	3.00
Liberate	W	U	1.00	1.00	0.70
Lightning Dart	R	U	1.00	1.00	0.70
Llanowar Cavalry	G	C	0.25	0.25	0.10
Llanowar Elite	G	C	0.25	0.25	0.10
Llanowar Knight	D	C	0.25	0.25	0.10
Llanowar Vanguard	G	C	0.25	0.25	0.10
Loafing Giant	R	R	4.00	3.00	2.40
Lobotomy	D	U	1.60	1.00	0.90
Lotus Guardian	A	R	5.00	4.00	3.00
Mages' Contest	R	U	5.00	4.00	3.00
Mana Maze	U	R	5.00	3.30	3.00
Maniacal Rage	R	C	0.25	0.25	0.10
Manipulate Fate	U	U	1.00	1.00	0.70
Marauding Knight	B	R	5.40	5.00	4.00
Metathran Aerostat	U	R	5.00	3.50	3.00
Metathran Transport	U	U	1.00	0.90	0.50
Metathran Zombie	U	C	0.25	0.25	0.10
Meteor Storm	D	R	5.00	4.00	4.00
Might Weaver	G	U	1.00	1.00	0.80
Molimo, Maro-Sorcerer	G	R	6.00	5.00	4.40
Mountain (four versions)	L	L	0.10	0.10	0.10
Mourning	B	C	0.25	0.25	0.10
Nightscape Apprentice	B	C	0.25	0.25	0.10
Nightscape Master	B	R	5.00	4.80	4.00
Noble Panther	D	R	5.00	4.90	3.80
Nomadic Elf	G	C	0.25	0.25	0.10
Obliterate	R	R	6.10	5.50	5.00
Obsidian Acolyte	W	C	0.25	0.25	0.10
Opt	U	C	0.25	0.25	0.10
Ordered Migration	U	U	1.00	0.90	0.50
Orim's Touch	W	C	0.25	0.25	0.10
Overabundance	D	R	5.00	4.50	3.00
Overload	R	C	0.25	0.25	0.10
Pain/Suffering	B/R	U	1.00	1.00	0.90
Phantasmal Terrain	U	C	0.25	0.25	0.10
Phyrexian Altar	A	R	5.00	4.00	3.40
Phyrexian Battlefies	B	C	0.25	0.25	0.10
Phyrexian Delver	B	R	5.00	3.00	3.00
Phyrexian Infiltrator	B	R	5.00	4.50	3.80
Phyrexian Lens	A	R	5.00	4.00	3.00
Phyrexian Reaper	B	C	0.25	0.25	0.10
Phyrexian Slayer	B	C	0.25	0.25	0.10
Pincer Spider	G	C	0.25	0.25	0.10
Plague Spitter	B	U	1.00	1.00	0.80
Plague Spores	D	C	0.25	0.25	0.10
Plains (four versions)	L	L	0.20	0.10	0.10
Planar Portal	A	R	6.00	4.00	3.00
Pledge of Loyalty	W	U	1.00	1.00	0.80
Pouncing Kavu	R	C	0.25	0.25	0.10
Power Armor	A	U	1.00	1.00	0.70
Prison Barricade	W	C	0.25	0.25	0.10
Probe	U	C	0.25	0.25	0.10
Prohibit	U	C	0.25	0.25	0.10
Protective Sphere	W	C	0.25	0.25	0.10
Psychic Battle	U	R	4.00	3.00	3.00
Pulse of Llanowar	G	U	1.00	1.00	0.80
Pure Reflection	W	R	5.00	3.50	3.00
Pyre Zombie	D	R	7.30	5.50	5.00
Quirion Elves	G	C	0.25	0.25	0.10
Quirion Sentinel	G	C	0.25	0.25	0.10
Quirion Trailblazer	G	C	0.25	0.25	0.10
Rage Weaver	R	U	1.00	0.90	0.70
Raging Kavu	D	R	5.30	5.00	4.00
Rainbow Crow	U	U	1.00	1.00	0.70
Rampant Elephant	W	C	0.25	0.25	0.10
Ravenous Rats	B	C	0.25	0.25	0.10
Razorfoot Griffin	W	C	0.25	0.25	0.10
Reckless Assault	D	R	5.00	3.30	2.90
Reckless Spite	B	U	1.00	1.00	0.70
Recoil	C	C	0.25	0.25	0.10
Recover	B	C	0.25	0.25	0.10
Repulse	U	C	0.25	0.25	0.10
Restock	G	R	5.00	4.30	3.00
Restrain	W	C	0.25	0.25	0.10
Reviving Dose	W	C	0.25	0.25	0.10
Reviving Vapors	D	U	1.00	1.00	0.70
Rewards of Diversity	W	U	1.00	1.00	0.70
Reya Dawnbringer	W	R	6.30	5.00	5.00
Riptide Crab	D	U	1.00	1.00	0.70
Rith's Attendant	A	U	1.00	0.90	0.50
Rith, the Awakener	D	R	7.10	6.00	5.00
Rogue Kavu	R	C	0.25	0.25	0.10
Rooting Kavu	G	U	1.00	1.00	0.80
Rout	W	R	7.40	5.50	5.00
Ruby Leech	R	R	4.00	3.00	2.90
Ruham Djinn	W	U	1.00	1.00	0.80
Sabertooth Nishoba	D	R	5.00	4.40	4.00
Salt Marsh	L	L	0.10	0.10	0.10
Samite Archer	D	U	1.00	0.90	0.50
Samite Ministration	W	U	1.00	1.00	0.80
Sapphire Leech	U	R	5.00	4.00	3.00
Saproling Infestation	G	R	5.00	4.00	3.80
Saproling Symbiosis	G	R	5.00	4.00	3.80
Savage Offensive	R	C	0.25	0.25	0.10
Scarred Puma	R	C	0.25	0.25	0.10
Scavenged Weaponry	B	C	0.25	0.25	0.10
Scorching Lava	R	C	0.25	0.25	0.10
Scouting Trek	G	U	1.00	1.00	0.50
Searing Rays	R	U	1.00	1.00	0.80
Seashell Cameo	A	U	1.00	1.00	0.70

Seer's Vision	D	U	1.00	0.90	0.50
Serpentine Kavu	G	C	0.25	0.25	0.10
Shackles	W	C	0.25	0.25	0.10
Shimmering Wings	U	C	0.25	0.25	0.10
Shivan Emissary	R	U	1.00	0.90	0.50
Shivan Harvest	R	U	1.00	1.00	0.80
Shivan Oasis	L	U	2.00	1.00	0.90
Shivan Zombie	D	C	0.25	0.25	0.10
Shoreline Raider	C	U	0.25	0.25	0.10
Simoon	D	U	1.00	1.00	0.70
Skittish Kavu	R	U	1.00	1.00	0.70
Skiziz	R	R	9.00	8.80	7.80
Sky Weaver	U	U	1.00	1.00	0.80
Sleeper's Robe	D	U	1.00	1.00	0.70
Slimy Kavu	R	C	0.25	0.25	0.10
Slinking Serpent	D	U	1.00	1.00	0.80
Smoldering Tar	D	U	1.00	1.00	0.70
Soul Burn	B	C	0.25	0.25	0.10
Sparring Golem	A	U	1.00	1.00	0.80
Spinal Embrace	D	R	5.00	4.00	3.40
Spirit of Resistance	W	R	5.00	3.80	3.00
Spirit Weaver	U	U	1.00	1.00	0.70
Spite/Malice	U/B	U	1.00	1.00	0.90
Spreading Plague	B	R	5.00	3.00	3.00
Stalking Assassin	D	R	5.00	4.00	3.00
Stand or Fall	R	R	5.00	3.50	3.00
Stand/Deliver	W/U	U	1.00	1.00	0.90
Sterling Grove	D	U	1.60	1.00	0.90
Stormscape Apprentice	U	C	0.25	0.25	0.10
Stormscape Master	U	R	5.10	4.00	4.00
Strength of Unity	W	C	0.25	0.25	0.10
Stun	R	C	0.25	0.25	0.10
Sulam Djinn	G	U	1.00	1.00	0.80
Sulfur Vent	L	C	0.25	0.25	0.10
Sunscape Apprentice	W	C	0.25	0.25	0.10
Sunscape Master	W	R	5.00	4.00	4.00
Swamp (four versions)	L	L	0.20	0.10	0.10
Sway of Illusion	U	U	1.00	0.90	0.70
Tainted Well	B	C	0.25	0.25	0.10
Tangle	G	U	1.00	1.00	0.70
Tectonic Instability	R	R	5.00	4.00	3.00
Teferi's Care	W	U	1.00	0.90	0.50
Teferi's Moat	D	R	6.00	5.50	5.00
Teferi's Response	U	R	5.00	4.90	3.80
Tek	A	R	5.00	5.00	4.00
Temporal Distortion	U	R	5.00	3.00	3.00
Thicket Elemental	G	R	5.00	5.00	4.00

Phyrexian Scout	B	R	10.00	9.00	7.90
Phyrexian Tyranny	D	R	5.00	5.00	3.80
Planar Overlay	U	R	5.00	4.00	3.00
Planeswalker's Favor	G	R	5.00	4.00	3.00
Planeswalker's Fury	R	R	5.00	4.00	3.00
Planeswalker's Mirth	W	R	5.00	3.50	3.00
Planeswalker's Mischief	U	R	5.00	4.00	3.00
Planeswalker's Scream	B	R	5.00	4.00	3.00
Pollen Remedy	W	C	0.25	0.20	0.10
Primal Growth	G	C	0.25	0.20	0.10
Pygmy Kavu	G	C	0.25	0.20	0.10
Questing Phelldagrif	R	R	5.00	4.50	4.00
Quirion Dryad	G	R	5.10	5.00	5.00
Quirion Explorer	G	C	0.25	0.20	0.10
Radiant Kavu	D	R	5.00	4.00	3.40
Razing Snidd	D	U	1.00	0.80	0.50
Rith's Charm	D	U	1.00	0.90	0.70
Rith's Grove	L	U	1.10	1.00	0.80
Root Greevil	G	C	0.25	0.20	0.10
Rushing River	U	C	0.25	0.20	0.10
Samite Elder	W	R	5.00	3.50	3.00
Samite Pilgrim	W	C	0.25	0.20	0.10
Sawtooth Loon	D	U	1.00	0.90	0.70
Sea Snidd	U	C	0.25	0.20	0.10
Shifting Sky	U	U	1.00	0.90	0.70
Shivan Wurm	D	R	8.00	7.00	6.00
Shnek of Dread	B	C	0.25	0.20	0.10
Silver Drake	C	C	0.25	0.20	0.10
Singe	R	C	0.25	0.20	0.10
Sinister Strength	B	C	0.25	0.20	0.10
Sisay's Ingenuity	U	C	0.25	0.20	0.10
Skyship Weatherlight	A	R	5.30	4.50	3.40
Skyshroud Blessing	G	U	1.00	0.80	0.50
Slay	B	U	1.00	0.80	0.50
Sleeping Potion	U	C	0.25	0.20	0.10
Slingshot Goblin	R	C	0.25	0.20	0.10
Sparkcaster	D	U	1.00	0.90	0.80
Star Compass	A	U	1.00	1.00	0.80
Steel Leaf Paladin	C	C	0.25	0.20	0.10
Stone Kavu	G	C	0.25	0.20	0.10
Stormscape Battlemage	U	U	1.00	0.90	0.70
Stormscape Familiar	U	C	0.25	0.20	0.10
Strafe	R	U	1.00	0.90	0.80
Stratodon	A	U	1.00	1.00	0.80
Sunken Hope	U	R	5.00	4.00	3.80
Sunscape Battlemage	W	U	1.00	0.80	0.70
Sunscape Familiar	W	C	0.25	0.20	0.10
Surprise Deployment	W	U	1.00	1.00	0.80
Tahngarth, Tairum Hero	R	R	6.60	6.00	4.60
Terminal Moraine	L	U	1.00	1.00	0.80
Terminate	D	C	0.40	0.25	0.10
Thornscape Battlemage	G	U	1.00	1.00	0.70
Thornscape Familiar	G	C	0.25	0.20	0.10
Thunderscape Battlemage	R	U	1.00	0.90	0.70
Thunderscape Familiar	R	C	0.25	0.10	0.10
Treva's Charm	D	U	1.00	0.80	0.70
Treva's Ruins	L	U	1.50	1.00	0.80
Urza's Guilt	D	R	5.00	4.00	4.00
Voice of All	W	U	1.60	1.00	1.00
Volcano Imp	B	C	0.25	0.20	0.10
Warped Devotion	B	U	1.00	1.00	0.80
Watersput Elemental	U	R	5.00	4.30	3.80
Total			311.35	260.90	212.60



143 Cards

Apocalypse Set	202.25	199.50	189.75
Apocalypse Foil Set	727.25	693.25	659.00
Pre-Constructed Deck Box	100.50	96.00	90.50
Booster Box	94.50	90.00	90.00
Pre-Constructed Deck	10.50	10.00	10.00
Booster Pack	3.40	3.30	3.30
Foil Rare	8.80	7.50	6.30
Foil Uncommon	3.80	3.00	1.50
Foil Common	1.80	1.00	0.60

TOP FOIL CARDS	COL	RAR	UPPER	MEDIAN	LOWER
Caves of Koilos	L	R	18.00	15.00	8.00
Desolation Angel	B	R	19.25	15.00	7.50
Llanowar Wastes	L	R	16.50	13.50	7.50
Mystic Snake	D	R	21.00	13.00	6.80
Pernicious Deed	D	R	21.50	16.50	6.80
Shivan Reef	L	R	16.00	12.00	7.50
Spiritmonger	R	R	32.25	19.00	9.00
Vindicate	R	R	34.75	21.50	8.30
Yavimaya Coast	L	R	16.75	12.00	7.50

CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Aether Mutation	D	U	1.00	1.00	0.50
Ana Disciple	G	C	0.25	0.20	0.10
Ana Sanctuary	G	U	1.00	0.90	0.50
Anavolver	G	R	5.00	4.50	4.00
Angelfire Crusader	W	C	0.25	0.20	0.10
Battlefield Forge	L	R	7.00	6.20	5.80
Bloodfire Colossus	R	R	6.00	5.00	4.00
Bloodfire Dwarf	R	C	0.25	0.20	0.10
Bloodfire Infusion	R	C	0.25	0.20	0.10
Bloodfire Kavu	R	U	1.00	1.00	0.50
Bog Gnarr	G	C	0.25	0.20	0.10
Brass Herald	A	U	1.00	1.00	0.50
Captain's Maneuver	A	U	1.00	1.00	0.50
Caves of Koilos	L	R	7.00	6.20	5.40
Ceta Disciple	U	C	0.25	0.20	0.10
Ceta Sanctuary	U	U	1.00	0.90	0.50
Cetavolver	U	R	5.00	4.50	3.80
Chaos/Order	R/W	U	1.00	1.00	0.50
Coalition Flag	W	U	1.00	0.90	0.50

Coalition Honor Guard	W	C	0.25	0.20	0.10
Coastal Drake	U	C	0.25	0.20	0.10
Consume Strength	D	C	0.25	0.20	0.10
Cromat	R	D	6.10	5.00	4.00
Day/Night	W/B	U	1.20	1.00	0.70
Dead Ringers	B	C	0.25	0.20	0.10
Death Grasp	D	R	6.10	5.80	4.80
Death Mutation	B	U	1.00	0.90	0.50
Death/Life	B/G	U	1.20	1.00	0.90
Dega Disciple	B	C	0.25	0.20	0.10
Dega Sanctuary	W	U	1.00	1.00	0.70
Degavolver	W	U	5.10	4.50	3.80
Desolation Angel	B	R	8.00	7.20	6.50
Desolation Giant	R	R	7.10	5.90	4.00
Diversionary Tactics	W	U	1.00	1.00	0.70
Divine Light	W	C	0.25	0.20	0.10
Dodecapod	A	U	1.00	1.00	0.50
Dragon Arch	A	U	1.00	1.00	0.90
Dwarven Landslide	R	C	0.25	0.20	0.10
Dwarven Patrol	R	U	1.00	0.90	0.50
Ebony Treefolk	D	U	1.00	1.00	0.50
Emblazoned Golem	A	U	1.00	1.00	0.70
Enlistment Officer	W	U	1.00	1.00	0.50
Evasive Action	U	U	1.00	1.00	0.70
False Dawn	W	R	5.00	4.10	2.80
Fervent Charge	D	R	5.00	4.50	3.80
Fire/Ice	R/U	U	1.60	1.00	1.00
Flowstone Charger	D	U	1.00	0.90	0.50
Foul Presence	B	U	1.00	1.00	0.50
Fungal Shambler	R	U	5.10	5.00	4.00
Gaea's Balance	G	U	1.00	1.00	0.70
Gaea's Skyfolk	C	C	0.25	0.20	0.10
Gerrard Capashen	W	R	6.00	5.00	4.00
Gerrard's Verdict	U	U	1.20	1.00	0.90
Glade Gnarr	G	C	0.25	0.20	0.10
Goblin Legionnaire	C	C	0.25	0.20	0.10
Goblin Ringleader	R	U	1.00	1.00	0.70
Goblin Trenches	D	R	5.00	5.00	4.00
Grave Defiler	B	U	1.00	1.00	0.50
Guided Passage	D	U	5.10	4.50	4.00
Haunted Angel	W	U	1.00	0.90	0.50
Hellionaut	W	C	0.25	0.20	0.10
Ice Cave	U	R	5.00	4.00	3.00
Illuminate	R	U	1.00	1.00	0.50
Illusion/Reality	U/G	U	1.00	1.00	0.50
Index	U	C	0.25	0.20	0.10
Jaded Response	U	C	0.25	0.20	0.10
Jit	U	C	0.25	0.20	0.10
Jungle Barrier	D	U	1.00	1.00	0.50
Kavu Glider	R	C	0.25	0.25	0.10
Kavu Howler	G	U	1.00	1.00	0.70
Kavu Mauler	G	R	5.00	4.50	3.80
Last Caress	B	C	0.25	0.20	0.10
Last Stand	D	R	5.10	4.00	3.00
Lay of the Land	G	C	0.25	0.20	0.10
Legacy Weapon	A	R	6.00	5.10	4.00
Lightning Angel	D	R	8.00	7.20	5.80
Living Airship	U	C	0.25	0.20	0.10
Llanowar Dead	C	C	0.25	0.20	0.10
Llanowar Wastes	L	R	7.10	6.00	5.00
Manacles of Decay	W	C	0.25	0.20	0.10
Marlyrs' Tomb	U	U	1.00	0.90	0.50
Mask of Intolerance	A	R	5.00	4.00	3.80
Mind Extraction	B	C	0.25	0.20	0.10
Minotaur Illusionist	D	U	1.00	1.00	0.50
Minotaur Tactician	R	C	0.25	0.20	0.10
Mournful Zombie	B	C	0.25	0.20	0.10
Mystic Snake	D	R	8.00	6.50	5.80
Necra Disciple	B	C	0.25	0.20	0.10
Necra Sanctuary	B	U	1.00	1.00	0.70
Necravolver	B	R	5.00	4.00	4.00
Orim's Thunder	W	C	0.25	0.20	0.10
Overgrown Estate	D	R	5.40	4.50	3.90
Penumbral Bobcat	G	C	0.25	0.20	0.10
Penumbral Kavu	G	U	1.00	1.00	0.70
Penumbral Wurm	G	R	5.40	5.00	4.00
Pernicious Deed	R	R	32.25	19.00	9.00
Phyrexian Arena	B	R	8.00	6.50	5.00
Phyrexian Gargantua	B	U	1.00	1.00	0.70
Phyrexian Rager	B	C	0.25	0.20	0.10
Planar Despair	B	R	5.00	4.50	3.80
Powerstone Minefield	D	R	5.10	4.90	4.00
Prophetic Bolt	D	R	7.00	6.00	5.20
Putrid Warrior	C	C	0.25	0.20	0.10
Quagmire Druid	B	C	0.25	0.20	0.10
Quicksilver Dagger	C	C	0.25	0.20	0.10
Raka Disciple	R	C	0.25	0.20	0.10
Raka Sanctuary	R	U	1.00	0.90	0.50
Rakavolver	R	U	5.10	4.80	4.00
Razorfin Hunter	C	C	0.25	0.20	0.10
Reef Shaman	U	C	0.25	0.20	0.10
Savage Gorilla	G	C	0.25	0.20	0.10
Shield of Duty and Reason	W	C	0.25	0.20	0.10
Shimmering Mirage	U	C	0.25	0.20	0.10
Shivan Reef	L	R	7.40	6.50	5.80
Smash	R	C	0.25	0.20	0.10
Soul Link	D	C	0.25	0.20	0.10
Spectral Lynx	W	R	7.00	6.20	5.00
Spiritmonger	D	R	12.75	12.00	10.00
Squee's Embrace	C	C	0.25	0.20	0.10
Squee's Revenge	D	U	1.00	0.90	0.50
Standard Bearer	W	C	0.25	0.20	0.10
Strength of Night	G	C	0.25	0.20	0.10
Suffocating Blast	D	R	6.30	5.00	5.00
Suppress	B	U	1.00	1.00	0.50
Sylvan Messenger	G	U	1.00	1.00	0.50
Symbiotic Deployment	R	G	5.10	4.50	4.00
Tahngarth's Glare	R	C	0.25	0.20	0.10
Temporal Spring	D	C	0.25	0.20	0.10
Tidal Courier	U	U	1.00	1.00	0.50

Tranquil Path	G	C	0.25	0.20	0.10
Tundra Kavu	R	C	0.25	0.20	0.10
Unnatural Selection	U	R	5.00	4.00	3.80
Urborg Elf	C	C	0.25	0.20	0.10
Urborg Uprising	B	C	0.25	0.20	0.10
Vindicate	D	R	12.25	10.75	10.00
Vodalian Mystic	U	U	1.00	0.90	0.50
Whirlpool Drake	U	U	1.00	0.90	0.50
Whirlpool Warrior	U	C	0.25	0.20	0.10
Whirlpool Warrior	U	R	5.10	4.50	4.00
Wild Research	R	R	5.40	5.00	4.00
Yavimaya Coast	L	R	7.50	6.80	5.80
Yavimaya's Embrace	D	R	5.00	5.00	4.00
Zombie Boa	B	C	0.25	0.20	0.10
Total			335.85	296.50	237.60



350 Cards

Odyssey Set (no foils)	298.75	267.50	227.50
Odyssey Foil Set	1,368.75	1,337.50	1,306.25
Complete Set (incl. Foil)	1,631.25	1,612.50	1,593.75
Odyssey Booster Box	100.00	95.00	87.50
Odyssey Pre-Constructed Deck Box	91.50	90.00	87.50
Odyssey Booster Pack	3.30	3.30	3.30
Odyssey Pre-Constructed Deck	10.00	10.00	10.00
Foil Rare	12.00	9.00	6.00
Foil Uncommon	4.00	3.00	2.00
Foil Common	2.30	1.00	1.00

Magic: The Gathering



Junk Golem	A	R	5.00	4.00	3.50
Kamahl, Pit Fighter	R	R	7.00	7.00	5.80
Kamahl's Desire	R	C	0.25	0.25	0.10
Karmic Justice	W	R	5.00	5.00	4.00
Kirtar's Desire	W	C	0.25	0.25	0.10
Kirtar's Wrath	W	R	6.00	6.00	5.00
Krosan Archer	G	C	0.25	0.25	0.10
Krosan Avenger	G	C	0.25	0.25	0.10
Krosan Beast	G	R	6.80	5.00	5.00
Laquatus's Creativity	U	U	1.00	1.00	0.80
Last Rites	B	C	0.25	0.25	0.10
Lava Blister	R	U	1.00	1.00	0.80
Leaf Dancer	G	C	0.25	0.25	0.10
Lieutenant Kirtar	W	R	6.00	5.00	4.00
Life Burst	W	C	0.25	0.25	0.10
Limestone Golem	A	U	1.00	1.00	0.50
Liquid Fire	R	U	1.00	1.00	1.00
Lithatog	D	U	1.00	1.00	0.80
Luminous Guardian	W	U	1.00	1.00	0.50
Mad Dog	R	C	0.25	0.25	0.10
Magima Vein	R	U	1.00	1.00	0.50
Magnivore	R	U	5.00	4.00	4.00
Malevolent Awakening	B	U	1.00	1.00	0.50
Master Apothecary	W	R	5.00	4.00	3.50
Metamorphic Wurm	G	U	1.00	1.00	0.80
Millikin	A	U	1.00	1.00	0.50
Mind Burst	B	C	0.25	0.25	0.10
Mindslicer	B	R	5.00	5.00	5.00
Mine Layer	R	U	5.00	4.00	4.00
Minotaur Explorer	R	U	1.00	1.00	0.50
Mirari	A	R	10.00	9.00	8.00
Molten Influence	R	R	6.80	5.00	4.00
Moment's Peace	G	C	0.25	0.25	0.10
Morbid Hunger	B	C	0.25	0.25	0.10
Morgue Theft	B	C	0.25	0.25	0.10
Mortivore	B	R	5.80	5.00	4.00
Mossfire Egg	A	U	1.00	1.00	0.50
Mossfire Valley	L	R	5.00	5.00	5.00
Mountain (four versions)	L	L	0.15	0.10	0.10
Mudhole	R	U	5.00	4.00	3.00
Muscle Burst	G	C	0.25	0.25	0.10
Mystic Crusader	W	R	6.00	5.50	5.00
Mystic Enforcer	D	R	8.00	7.80	6.00
Mystic Penitent	W	U	1.00	1.00	0.50
Mystic Visionary	W	C	0.25	0.25	0.10
Mystic Zealot	W	C	0.25	0.25	0.10
Nantuko Disciple	G	C	0.25	0.25	0.10
Nantuko Elder	G	U	1.00	1.00	0.80
Nantuko Mentor	G	R	5.00	5.00	4.00
Nantuko Shrine	G	R	5.00	4.00	3.00
Need for Speed	R	R	5.00	4.00	3.00
Nefarious Lich	B	R	5.00	5.00	4.00
New Frontiers	G	R	5.00	5.00	4.00
Nimble Mongoose	G	U	1.00	1.00	0.80
Normad Decoy	W	U	1.00	1.00	0.50
Normad Stadium	L	U	1.00	1.00	0.50
Nut Collector	G	R	6.00	5.00	5.00
Obstinate Familiar	R	R	5.00	4.00	3.00
Otarian Juggernaut	A	R	5.00	4.00	4.00
Overeager Apprentice	B	C	0.25	0.25	0.10
Overrun	G	U	3.00	1.50	1.00
Painbringer	B	U	1.00	1.00	0.50
Pardic Firecat	R	C	0.25	0.25	0.10
Pardic Miner	R	R	5.00	4.00	4.00
Pardic Swordsman	R	C	0.25	0.25	0.10
Patchwork Gnomes	A	U	1.00	1.00	0.50
Patriarch's Desire	B	C	0.25	0.25	0.10
Patrol Hound	W	C	0.25	0.25	0.10
Patron Wizard	U	R	5.00	5.00	4.00
Pedantic Learning	U	R	5.00	4.00	3.00
Peek	C	C	0.25	0.25	0.10
Persuasion	R	U	5.00	5.00	4.00
Petrified Field	L	R	5.00	4.00	4.00
Phantagot	D	U	1.00	1.00	0.80
Phantom Whelp	U	C	0.25	0.25	0.10
Plasma, Nomad Captain	W	R	6.00	5.00	4.00
Pilgrim of Justice	W	C	0.25	0.25	0.10
Pilgrim of Virtue	W	C	0.25	0.25	0.10
Piper's Melody	G	U	1.00	1.00	0.80
Plains (four versions)	L	L	0.15	0.10	0.10
Predict	U	U	1.00	1.00	0.80
Price of Glory	R	U	1.50	1.00	1.00

Primal Frenzy	G	C	0.25	0.25	0.10
Psionic Gift	U	C	0.25	0.25	0.10
Psychatog	D	U	1.00	1.00	0.80
Pulsating Illusion	U	U	1.00	1.00	0.50
Puppeteer	U	U	1.00	1.00	0.50
Rabid Elephant	G	C	0.25	0.25	0.10
Ravaged Highlands	L	C	0.25	0.25	0.10
Ray of Distortion	W	C	0.25	0.25	0.10
Reckless Charge	R	C	0.25	0.25	0.10
Recoup	R	U	1.00	1.00	0.80
Refresh	G	C	0.25	0.25	0.10
Repel	U	C	0.25	0.25	0.10
Repentant Vampire	B	R	7.00	5.00	4.00
Resilient Wanderer	W	U	1.00	1.00	0.80
Rites of Initiation	R	C	0.25	0.25	0.10
Rites of Refusal	U	C	0.25	0.25	0.10
Rites of Spring	G	C	0.25	0.25	0.10
Roar of the Wurm	G	U	1.00	1.00	1.00
Rotting Giant	B	U	1.00	1.00	0.80
Sacred Rites	W	C	0.25	0.25	0.10
Sadistic Hypnotist	B	U	1.00	1.00	0.50
Sandstone Deadfall	A	U	1.00	1.00	0.50
Sarcatog	U	U	1.00	1.00	0.80
Savage Firecat	R	R	6.00	5.00	4.50
Scorching Missile	R	C	0.25	0.25	0.10
Screams of the Damned	B	U	1.00	1.00	0.80
Scriverer	U	C	0.25	0.25	0.10
Seafloor Debris	L	C	0.25	0.25	0.10
Second Thoughts	W	C	0.25	0.25	0.10
Seize the Day	R	R	5.00	5.00	4.00
Seton, Krosan Protector	G	R	5.00	5.00	4.00
Seton's Desire	G	C	0.25	0.25	0.10
Shadowblood Egg	A	U	1.00	1.00	0.50
Shadowblood Ridge	L	R	6.00	5.00	5.00
Shadowmage Infiltrator	D	R	17.50	15.00	12.00
Shelter	W	C	0.25	0.25	0.10
Shifty Doppelganger	U	R	5.00	4.00	4.00
Shower of Coals	R	U	1.00	1.00	0.80
Simplify	G	C	0.25	0.15	0.10
Skeletal Scrying	B	U	1.00	1.00	0.50
Skull Fracture	B	U	1.00	1.00	0.80
Skycloud Egg	A	U	1.00	1.00	0.50
Skycloud Expanse	L	R	5.00	5.00	5.00
Skyshooter	G	U	1.00	1.00	0.50
Soulcatcher	W	U	1.00	1.00	0.50
Spark Mage	R	U	1.00	1.00	0.50
Spellbane Centaur	G	R	6.00	6.00	5.50
Sphere of Duty	W	U	1.00	1.00	0.50
Sphere of Grace	W	U	1.00	1.00	0.50
Sphere of Law	W	U	1.00	1.00	0.50
Sphere of Reason	W	U	1.00	1.00	0.50
Sphere of Truth	W	U	1.00	1.00	0.50
Spiritualize	W	U	1.00	1.00	0.80
Springing Tiger	G	C	0.25	0.25	0.10
Squirrel Mob	G	R	6.00	5.00	5.00
Squirrel Nest	G	U	2.00	1.00	1.00
Stalking Bloodsucker	B	R	6.00	5.00	4.00
Standstill	U	U	1.00	1.00	1.00
Steam Vines	R	U	1.00	1.00	0.50
Steamclaw	A	U	1.00	1.00	0.80
Still Life	G	U	1.00	1.00	0.80
Stone-Tongue Basilisk	G	R	6.00	5.00	4.00
Sungrass Egg	A	U	1.00	1.00	0.50
Sungrass Prairie	L	R	5.00	5.00	4.80
Swamp (four versions)	L	L	0.15	0.10	0.10
Sylvan Might	G	U	1.00	1.00	0.50
Syncope	U	C	0.25	0.25	0.10
Tainted Pact	B	R	5.00	5.00	4.00
Tarnished Citadel	L	R	5.00	5.00	4.00
Tattoo Ward	W	U	1.00	1.00	0.50
Terrorize	G	R	5.00	5.00	4.00
Testament of Faith	W	U	1.00	1.00	0.50
Thaumaturg	D	U	1.00	1.00	0.80
Thermal Blast	C	C	0.25	0.25	0.10
Think Tank	U	U	1.00	1.00	0.50
Thought Devourer	U	U	5.00	5.00	5.00
Thought Eater	U	U	1.00	1.00	0.50
Thought Nibbler	C	C	0.25	0.25	0.10
Timberland Ruins	L	C	0.25	0.25	0.10
Time Stretch	R	R	8.50	6.00	5.00
Tireless Tribe	W	C	0.25	0.25	0.10
Tombfire	B	R	5.00	5.00	4.00
Touch of Invisibility	U	C	0.25	0.25	0.10
Traumatize	U	R	9.00	8.00	5.00
Traveling Plague	B	R	5.00	4.00	4.00
Treetop Sentinel	U	U	1.00	1.00	0.50
Tremble	R	C	0.25	0.25	0.10
Twigwalker	G	U	1.00	1.00	0.50
Unifying Theory	U	U	5.00	5.00	4.00
Upheaval	U	R	6.00	5.50	5.00
Vampiric Dragon	D	R	9.00	8.00	6.00
Verdant Succession	G	R	5.00	5.00	4.00
Vivify	G	U	1.00	1.00	0.80
Volcanic Spray	R	U	1.00	1.00	0.50
Volley of Boulders	R	U	5.00	5.00	4.00
Wayward Angel	W	R	7.50	6.00	4.00
Werebear	G	C	0.25	0.25	0.10
Whipkeeper	R	U	1.00	1.00	0.50
Whispering Shade	B	C	0.25	0.25	0.10
Wild Mongrel	G	C	0.25	0.25	0.10
Woodland Druid	G	C	0.25	0.25	0.10
Words of Wisdom	U	C	0.25	0.25	0.10
Zombie Assassin	B	C	0.25	0.25	0.10
Zombie Cannibal	B	C	0.25	0.25	0.10
Zombie Infestation	B	U	1.00	1.00	0.80
Zombify	B	U	1.00	1.00	1.00
Zoologist	G	R	5.00	5.00	4.00
Total			789.55	711.90	562.75



143 Cards

Torment Set (no foils)	225.00	200.00	180.00
Torment Foil Set	575.00	485.00	451.00
Complete Set (incl. Foil)	757.25	685.00	636.25
Torment Booster Box	112.00	100.00	92.00
Torment Pre-Constructed Deck Box	102.50	99.50	95.75
Torment Booster Pack	3.30	3.30	3.30
Torment Pre-Constructed Deck	10.25	10.00	10.00
Foil Rare	9.50	7.00	5.30
Foil Uncommon	3.00	3.00	2.60
Foil Common	1.00	1.00	1.00

TOP FOIL CARDS	COL	RAR	UPPER	MEDIAN	LOWER
Chainer, Dementia Master	B	R	14.25	10.00	6.00
Grim Lavamancer	R	R	13.50	11.00	7.00
Gurzigost	G	R	12.00	10.00	6.00
Ichoriid	B	R	10.75	9.50	6.00
Laquatus's Champion	B	R	14.50	11.00	6.00
Mutilate	B	R	22.50	12.50	6.50
Nantuko Shade	B	R	25.00	12.50	9.30
Sengir Vampire	B	R	15.00	11.00	6.50

CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Accelerate	R	C	0.25	0.25	0.10
Acorn Harvest	G	C	0.25	0.25	0.10
Alter Reality	U	R	5.00	4.00	4.00
Ambassador Laquatus	R	R	8.00	6.00	4.00
Angel of Retribution	W	R	6.00	5.00	4.00
Anurid Scavenger	G	U	1.00	1.00	0.60
Aquamoeba	U	C	0.25	0.25	0.10
Arrogant Wurm	G	U	1.30	1.00	1.00
Aven Trooper	W	C	0.25	0.25	0.10
Balshan Collaborator	U	U	1.00	1.00	0.60
Balthor the Stout	R	R	5.00	4.00	3.80
Barbarian Outcast	R	C	0.25	0.25	0.10
Basking Rootwalla	G	C	0.25	0.25	0.20
Boneshard Slasher	B	U	1.00	1.00	0.50
Breakthrough	U	U	1.00	1.00	0.60
Cabal Coffers	L	U	1.00	1.00	0.90
Cabal Ritual	B	C	0.25	0.25	0.15
Cabal Surgeon	B	C	0.25	0.25	0.10
Cabal Torturer	B	C	0.25	0.25	0.10
Carriion Rats	B	C	0.25	0.25	0.10
Carriion Wurm	B	U	1.00	1.00	0.60
Centaur Chieftain	G	U	1.00	1.00	0.90
Centaur Veteran	G	C	0.25	0.25	0.10
Cephial Aristocrat	U	C	0.25	0.25	0.10
Cephial Illusionist	U	U	1.00	1.00	0.50
Cephial Sage	U	U	1.00	1.00	0.50
Cephial Snitch	C	C	0.25	0.25	0.10
Cephial Vandal	U	R	5.00	4.00	3.70
Chainee, Dementia Master	B	R	5.60	5.00	4.30
Chainee's Edict	B	U	2.00	1.00	1.00
Churning Eddy	C	C	0.25	0.25	0.10
Circular Logic	U	U	1.00	1.00	1.00
Cleansing Meditation	W	U	1.00	1.00	0.50
Compulsion	U	U	1.30	1.00	0.60
Coral Net	U	C	0.25	0.25	0.10
Crackling Club	R	C	0.25	0.25	0.10
Crazed Firecat	R	U	1.00	1.00	0.60
Crippling Fatigue	B	C	0.25	0.25	0.10
Dawn of the Dead	B	R	5.50	4.00	3.80
Deep Analysis	U	C	0.25	0.25	0.10
Devastating Dreams	R	R	6.50	5.00	4.40
Dwell on the Past	G	U	1.00	1.00	0.60
Enslaved Dwarf	C	C	0.25	0.25	0.10
Equal Treatment	W	U	1.00	1.00	0.50
Faceless Butcher	B	C	0.25	0.25	0.10
False Memories	R	U	5.10	4.00	4.00
Far Wanderings	G	C	0.25	0.25	0.10
Fiery Tempter	C	C	0.25	0.25	0.15
Flaming Gambit	R	U	1.00	1.00	0.60
Flash of Defiance	R	C	0.25	0.25	0.10
Floating Shield	W	C	0.25	0.25	0.10
Frantic Purification	W	C	0.25	0.25	0.10
Ghostly Wings	U	C	0.25	0.25	0.10
Gloomdrifter	B	U	1.00	1.00	0.60
Gravegouger	B	C	0.25	0.25	0.10
Grim Lavamancer	R	R	7.50	7.00	5.50
Grotesque Hybrid	B	U	1.00	1.00	0.90
Gurzogist	R	G	7.50	5.00	4.00
Hell-Bent Raider	R	R	5.50	5.00	4.00
Hydromorph Guardian	U	C	0.25	0.25	0.10
Hydromorph Gull	U	U	1.00	1.00	0.60
Hypnox	B	R	6.00	5.00	4.00
Hypochondria	W	U	1.00	1.00	0.50
Ichorid	B	R	6.00	5.00	4.10
Insidious Dreams	B	R	5.10	5.00	4.00
Insist	G	R	6.00	5.00	4.00
Invigorating Falls	G	C	0.25	0.25	0.10
Kamah's Sledge	R	C	0.25	0.25	0.15
Krosan Constrictor	G	C	0.25	0.25	0.10
Krosan Restorer	G	C	0.25	0.25	0.10
Laquatus's Champion	R	B	7.70	6.00	5.00
Last Laugh	B	R	5.00	4.00	4.00
Liquify	U	C	0.25	0.25	0.15
Llawan, Cephalid Empress	R	R	6.50	4.20	4.00
Longhorn Firebeast	R	C	0.25	0.25	0.10
Major Teron	W	R	5.00	4.00	4.00
Mesmeric Fiend	B	C	0.25	0.25	0.10
Militant Monk	W	C	0.25	0.25	0.10
Mind Sludge	B	U	1.00	1.00	0.60
Morningdew	W	R	5.10	5.00	4.00
Mortal Combat	B	R	5.10	5.00	4.00
Morphiphobia	B	U	1.00	1.00	0.50

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6x9 Earthquake	6.00	5.00	5.00
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VANGUARD CARDS	UPPER	MEDIAN	LOWER
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Gerrard	2.80	2.00	2.00
Karn	2.00	2.00	2.00
Maraxus	2.00	2.00	2.00
Mirri	2.80	2.00	2.00
Sisay	2.00	2.00	2.00
Squee	2.00	2.00	2.00
Tangarth	2.00	2.00	2.00
Barrin	2.00	2.00	2.00
Crovax	2.00	2.00	2.00
Greven II-Vec	2.00	2.00	2.00
Hanna	2.00	2.00	2.00
Orim	2.00	2.00	2.00
Selenia	2.80	2.00	2.00
Starke	2.00	2.00	2.00
Vollrath	2.00	2.00	2.00
Eladamri	2.00	2.00	2.00
Lyna	2.00	2.00	2.00
Multani	2.00	2.00	2.00
Oracle	2.00	2.00	2.00
Rofellos	2.00	2.00	2.00
Sidar Kondo	2.00	2.00	2.00
Silver Queen, Brood Mother	3.90	2.80	2.00
Takara	2.00	2.00	2.00

INDIVIDUAL CARDS	UPPER	MEDIAN	LOWER
Abeysance	21.00	12.50	6.90
All Hallow's Eve	36.00	32.00	21.00
Archangel	15.00	15.00	15.00
Arena	7.30	7.00	5.00
Arena Lands	3.00	3.00	3.00
Asia-Pacific Lands	13.25	8.80	4.80
Autumn Willow	18.00	16.00	11.00
Avatar of Hope	16.00	8.00	8.00
Balance	18.00	18.00	18.00
Baldurian Horde	15.00	15.00	15.00
Baldurian Horde	16.25	15.00	15.00
Baldurian Horde	15.00	15.00	15.00
Baron Sengir	22.50	20.00	13.00
Bear	2.80	2.00	2.00
Beast of Burden	15.00	13.50	10.50
Beast of Burden	11.00	8.00	8.00
Bird	2.80	2.00	2.00
Black Knight	15.00	15.00	15.00
Black Lotus	11.25	7.50	4.80
Blinking Spirit	16.25	14.50	9.80
Cadaverous Bloom	11.25	7.50	5.00
Carnophage	17.00	10.00	6.50
Chill	14.50	9.50	8.00
City of Brass	20.00	20.00	20.00
Counterspell	16.50	15.75	15.00
Counterspell	24.00	21.00	18.75
Counterspell	27.75	26.00	24.50
Creeping Mold	15.00	13.00	10.25

Crusade	15.00	14.50	13.00
Dark Banishing	8.00	8.00	7.50
Deflection	20.00	20.00	20.00
Dirt Cowl Wurm	8.80	8.00	6.50
Disenchant	11.00	10.00	9.00
Dismiss	14.75	12.50	8.80
Duress	12.00	10.25	8.50
Earthquake	10.00	10.00	10.00
Elephant	2.90	2.50	2.10
Elvish Lyrst	10.00	8.50	6.00
Enduring Renewal	21.25	13.00	5.80
Enlightened Tutor	21.50	19.50	14.50
Erhnam Djinn	11.00	10.00	8.50
Erhnam Djinn	8.00	8.00	8.00
Ertai	17.25	16.00	15.00
Euro Lands	14.00	13.00	10.50
Fallen Angel	8.00	8.00	8.00
False Prophet	10.00	10.00	8.00
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Fireblast	8.00	8.00	7.30
Fling	10.00	10.00	8.00
Force of Nature	7.80	7.50	7.30
Forest	3.00	3.00	3.00
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Gaea's Blessing	17.00	15.00	15.00
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Giant Growth	12.00	12.00	12.00
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Guardian Beast	73.75	72.50	71.25
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Icy Manipulator	12.00	12.00	12.00
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Lhurgoyf	8.00	7.00	7.00
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Mind Warp	5.80	5.00	5.00
Mirror Mirror	7.50	7.00	6.00
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Monstrous Hound	9.00	6.00	6.00
Mountain	3.00	3.00	3.00
Mountain	4.00	4.00	3.50
Nalathni Dragon	5.50	5.00	4.00
Natural Balance	13.50	12.00	8.50
Necropotence	20.00	20.00	20.00
Necropotence	20.00	10.00	9.00
Nether Shadow	12.00	12.00	12.00
Oath of Druids	31.00	27.00	25.75
Ophidian	10.00	10.00	8.00
Order of the White Shield	8.00	8.00	8.00
Overtaker	11.00	9.30	8.00
Personal Incarnation	6.00	6.00	6.00
Pillage	15.75	13.50	10.50
Plains	3.00	3.00	3.00
Plains	4.00	4.00	3.80
Pouncing Jaguar	14.75	12.50	7.30
Prodigal Sorcerer	15.00	15.00	12.50
Prosperity	9.50	9.00	7.00
Pyroblast	8.00	8.00	8.00
Questing Phelddagrif	21.25	15.00	9.50
Quirion Ranger	11.00	10.00	6.00
Raging Kavu	9.00	8.00	8.00
Rathi Assassin	10.00	8.00	5.00
Recall	9.50	9.00	8.50
Revenant	8.00	7.00	7.00
Rewind	16.00	12.00	5.00
Rewind	4.00	4.00	4.00
Rhox	18.00	18.00	13.00
Rhox	10.00	10.00	6.00
River Boa	10.50	6.50	5.00
River Boa	18.75	15.50	9.30
Saproling	2.80	2.00	2.00
Scent of Cinder	11.00	10.00	6.50
Sengir Vampire	18.00	11.00	10.00
Serra Angel	122.00	120.00	100.00
Serra Avatar	63.50	60.00	45.00
Serra Avatar	63.00	63.00	61.50
Sewers of Estark	8.00	8.00	5.00
Shatterstorm	9.30	8.50	6.80
Shock	18.00	14.50	8.80
Sibilant Spirit	9.50	9.00	8.00
Skittering Skirge	14.00	10.50	7.00
Skittering Skirge	6.00	6.00	6.00
Solkanar the Swamp King	15.00	15.00	15.00
Soltari Priest	13.00	11.50	8.00
Spirit	3.00	2.00	1.50
Squandered Resources	11.00	10.00	7.50
Squirrel	3.50	2.00	2.00

Squirrel Farm	18.00	16.00	10.50
Staunch Defenders	12.75	12.00	9.00
Stone Rain	20.00	16.50	10.00
Stone-Tongue Basilisk	13.50	11.50	9.50
Stroke of Genius	32.75	28.50	23.75
Stroke of Genius	35.00	35.00	35.00
Stupor	12.00	11.00	8.00
Swamp	4.00	3.50	3.00
Swords To Plowshares	20.00	17.50	15.00
Swords to Plowshares	14.25	13.50	11.75
Terror	14.25	12.00	11.25
Thorn Elemental	8.40	8.10	7.50
Thran Quarry	35.50	29.00	16.00
Thran Quarry	20.00	20.00	20.00
Uktabi Orangutan	10.50	10.00	9.00
Uktabi Orangutan	15.00	12.00	10.00
Vampiric Tutor	17.00	16.00	14.00
Vampiric Tutor	45.00	35.00	21.75
Vampiric Tutor	41.50	38.00	29.00
Vesuvan Doppelganger	18.00	18.00	18.00
Volcanic Geyser	13.50	10.50	7.30
Warmonger	5.00	4.00	3.00
Wasteland	18.75	16.50	15.00
Weatherlight	20.00	20.00	19.00
Wheel of Fortune	15.00	14.75	14.75
Windseeker Centaur	5.50	4.00	4.00
Zuran Orb	15.00	15.00	15.00

173 Cards

Starter Set	130.00	130.00	97.50
Starter Starter Deck Box	70.00	70.00	70.00
Starter Theme Deck Box	80.00	80.00	80.00
Starter Booster Box	66.50	63.00	54.00
Starter 2-Player Gift Box	14.50	14.25	13.75
Starter Starter Deck	8.40	8.20	8.10
Starter Theme Deck	8.40	8.20	8.10
Starter Booster Pack	3.00	3.00	3.00

CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Abyssal Horror	B	R	2.50	2.50	2.40
Air Elemental	U	U	0.50	0.50	0.50
Alluring Scent	G	R	3.00	3.00	2.60
Ancient Craving	B	R	2.10	2.00	2.00
Angel of Light	W	U	0.70	0.60	0.60
Angel of Mercy	W	U	2.50	1.30	0.90
Angelic Blessing	W	C	0.20	0.15	0.10
Archangel	W	R	5.80	4.50	3.80
Ardent Militia	W	U	0.50	0.50	0.40
Armageddon	W	R	10.00	10.00	8.30
Barbtooth Wurm	G	C	0.20	0.20	0.15
Bargain	W	U	0.80	0.60	0.60
Blinding Light	W	R	6.00	6.00	3.90
Bog Imp	B	C	0.20	0.10	0.10
Bog Raiders	B	C	0.20	0.10	0.10
Bog Wrath	B	U	0.50	0.50	0.45
Border Guard	W	C	0.20	0.10	0.10
Breath of Life	W	U	0.30	0.30	0.30
Bull Hippo	G	U	0.50	0.50	0.45
Champion Lancer	W	R	3.00	3.00	2.60
Charging Paladin	W	U	0.50	0.50	0.45
Chorus of Woe	B	C	0.20	0.15	0.15
Cinder Storm	R	U	0.50	0.50	0.50
Coercion	B	U	0.80	0.80	0.50
Coral Eel	U	C	0.20	0.10	0.10
Counterspell	U	U	0.50	0.40	0.35
Dakmor Ghoul	B	U	0.70	0.60	0.60
Dakmor Lancer	B	R	4.00	4.00	3.00
Dakmor Plague	B	U	0.50	0.50	0.50
Dakmor Scorpion	B	C	0.20	0.15	0.10
Dakmor Sorceress	B	R	4.00	4.00	3.80
Dark Offering	B	U	0.50	0.50	0.50
Denizen of the Deep	U	R	5.00	5.00	5.00
Devastation	R	R	6.00	6.00	4.80
Devoted Hero	W	C	0.20	0.10	0.10
Devout Monk	W	C	0.20	0.10	0.10
Dread Reaper	B	R	4.00	4.00	3.40
Durkwood Boars	G	C	0.20	0.10	0.10
Eager Cadet	W	CF	0.10	0.10	0.10
Earth Elemental	R	U	0.50	0.50	0.45
Exhaustion	U	U	0.50	0.50	0.50
Extinguish	U	C	0.25	0.20	0.15
Eye Spy	U	U	0.50	0.50	0.45
False Peace	W	U	0.50	0.50	0.45
Feral Shadow	B	C	0.20	0.10	0.10
Fire Elemental	R	U	0.50	0.50	0.45
Fire Tempest	R	R	5.00	5.00	3.60
Foot Soldiers	W	C	0.20	0.10	0.10
Forest (4 Variants)	L	L	0.20	0.10	0.10
Gerrard's Wisdom	W	R	5.00	5.00	3.00
Giant Octopus	U	C	0.20	0.10	0.10
Goblin Cavaliers	R	C	0.25	0.20	0.15
Goblin Chariot	R	C	0.20	0.15	0.15
Goblin Commando	R	U	0.50	0.50	0.50
Goblin General	R	U	3.30	1.50	1.00
Goblin Glider	R	U	0.40	0.35	0.30
Goblin Hero	R	RF	2.50	2.00	1.30
Goblin Lore	R	U	0.50	0.50	0.50
Goblin Mountaineer	C	C	0.20	0.10	0.10
Goblin Settler	R	U	0.80	0.70	0.60
Gonilla Warrior	G	C	0.20	0.10	0.10
Gravedigger	B	U	0.50	0.50	0.45
Grim Tutor	B	R	7.00	7.00	4.50
Grizzly Bears	G	C	0.20	0.10	0.10
Hand of Death	B	C	0.20	0.10	0.10
Hollow Dogs	B	C	0.20	0.10	0.10
Howling Fury	R	U	0.50	0.50	0.40
Hulking Goblin	R	C	0.20	0.10	0.10
Hulking Onix	R	U	0.50	0.50	0.40

Chicken a la King	U	R	3.00	2.50	2.00
Chicken Egg	U	R	0.25	0.25	0.15
Clam Session	U	C	0.25	0.25	0.15
Clambassadors	U	C	0.25	0.25	0.15
Clam-I-Am	U	C	0.25	0.25	0.15
Clay Pigeon	A	U	0.50	0.50	0.50
Common Courtesy	U	U	0.50	0.50	0.50
Deadhead	B	C	0.25	0.25	0.15
Denied!	C	C	0.25	0.25	0.15
Double Cross	B	C	0.25	0.25	0.15
Double Deal	R	C	0.25	0.25	0.15
Double Dip	W	C	0.25	0.25	0.15
Double Play	U	C	0.25	0.25	0.15
Double Take	U	C	0.25	0.25	0.15
Elvish Impersonators	U	C	0.25	0.25	0.15
Flock of Rabid Sheep	U	U	0.50	0.50	0.50
Forest	U	C	0.80	0.25	0.15
Fowl Play	U	C	0.25	0.25	0.15
Free-for-All	U	R	3.00	2.50	2.00
Free-Range Chicken	C	C	0.25	0.25	0.15
Gerry-mandering	U	C	0.50	0.50	0.50
Get a Life	W	U	0.50	0.50	0.50
Ghazban Ogress	G	C	0.25	0.25	0.15
Giant Fan	A	R	3.60	2.50	2.00
Goblin	R	U	0.90	0.50	0.50
Goblin Bookie	R	C	0.25	0.25	0.15
Goblin Bowling Team	R	C	0.25	0.25	0.15
Goblin Tutor	U	U	0.50	0.50	0.50
Growth Spurt	G	C	0.25	0.25	0.15
Gus	C	C	0.25	0.25	0.15
Handcuffs	B	U	0.50	0.50	0.50
Hungry Hungry Heifer	U	C	0.50	0.50	0.50
Hurlion Wrangler	R	C	0.25	0.25	0.15
I'm Rubber, You're Glue	W	R	3.00	2.50	2.00
Incoming!	R	C	3.00	3.00	2.30
Infemal Spawn of Evil	B	U	5.00	4.00	3.00
Island	U	C	0.80	0.25	0.15
Jack-in-the-Mox	A	R	4.00	3.50	3.00
Jalum Grifter	R	C	3.00	2.50	2.00
Jester's Sombrero	A	R	3.00	3.00	2.30
Jumbo Imp	B	U	0.50	0.50	0.50
Knight of the Hokey Pokey	W	C	0.25	0.25	0.15
Krazy Kow	R	C	0.25	0.25	0.15
Landfill	R	C	3.00	2.50	2.00
Lexivore	U	U	0.50	0.50	0.50
Look at Me, I'm the DCI	W	R	3.00	3.00	2.30
Mesa Chicken	U	C	0.25	0.25	0.15
Mine, mine, mine!	G	R	3.00	2.50	2.00
Mirror Mirror	A	R	4.80	3.50	3.00
Miss Memeanor	W	U	0.50	0.50	0.50
Mountain	C	C	0.80	0.25	0.15
Ones More with Feeling	W	R	3.00	2.50	2.00
Organ Harvest	B	C	0.25	0.25	0.15
Ow	B	R	3.00	2.50	2.00
Paper Tiger	A	C	0.25	0.25	0.15
Pegasus	U	U	0.50	0.50	0.50
Plains	U	C	0.80	0.25	0.15
Poultrygeist	B	C	0.25	0.25	0.15
Prismatic Wardrobe	U	C	0.25	0.25	0.15
Psychic Network	U	R	2.90	2.30	2.00
Ricochet	R	U	0.50	0.50	0.50
Rock Lobster	A	C	0.25	0.25	0.15
Scissors Lizard	A	C	0.25	0.25	0.15
Sex Appeal	U	C	0.25	0.25	0.15
Sheep	U	U	0.90	0.50	0.50
Soldier	U	U	0.90	0.50	0.50
Sorry	U	U	0.50	0.50	0.50
Spark Fiend	R	R	2.90	2.30	2.00
Spatula of the Ages	A	U	0.50	0.50	0.50
Squirrel	G	R	2.10	0.70	0.50
Squirrel Farm	G	R	4.00	3.50	3.00
Strategy, Schmatagy	R	C	3.00	2.50	2.00
Swamp	B	C	0.80	0.25	0.15
Team Spirit	G	C	0.25	0.25	0.15
Temp of the Damned	B	C	0.25	0.25	0.15
The Cheese Stands Alone	W	R	3.00	3.00	3.00
The Ultimate Nightmare of					
WotC Customer Service	U	U	0.50	0.50	0.50
Timmy, Power Gartner	G	R	3.00	3.00	2.30
Urza's Contact Lenses	A	U	0.50	0.50	0.50
Urza's Science Fair Project	A	U	0.50	0.50	0.50
Volrath's Motion Sensor	B	U	0.50	0.50	0.50
Zombie	B	U	0.90	0.50	0.50
Total			128.10	106.30	88.50

Portal 200 Cards

Portal Set	205.00	180.00	170.00
Portal Starter Box	75.00	75.00	75.00
Portal Booster Box	85.00	85.00	85.00
Portal Starter Deck	7.00	7.00	7.00
Portal Booster Pack	3.00	3.00	3.00

CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Alabaster Dragon	W	R	6.00	6.00	5.80
Alluring Scent	G	R	3.10	3.00	2.60
Anaconda (ver. 1)	U	C	0.60	0.50	0.40
Anaconda (ver. 2)	G	U	0.60	0.50	0.40
Ancestral Memories	U	R	4.60	4.30	3.30
Angelic Blessing	W	C	0.20	0.15	0.15
Archangel	W	R	6.80	8.30	8.10
Ardent Militia	W	U	0.60	0.50	0.40
Armageddon	W	R	11.25	10.50	9.80
Armored Pegasus	B	C	0.20	0.10	0.10
Arrogant Vampire	W	U	0.80	0.80	0.70
Assassin's Blade	U	U	0.80	0.80	0.60
Balance of Power	R	U	4.30	4.00	3.50

Baleful Stare	U	U	0.70	0.50	0.50
Bee Sting	G	U	0.70	0.50	0.50
Blaze (ver. 1)	R	U	0.90	0.80	0.60
Blaze (ver. 2)	R	U	0.90	0.80	0.60
Blessed Reversal	W	R	4.00	4.00	3.80
Blinding Light	W	R	3.50	3.00	2.20
Bog Imp	B	C	0.20	0.10	0.10
Bog Raiders	C	C	0.20	0.10	0.10
Bog Wrath	B	U	0.60	0.50	0.45
Boiling Seas	R	U	0.70	0.60	0.60
Border Guard	W	C	0.20	0.10	0.10
Breath of Life	W	C	0.20	0.15	0.10
Bull Hippo	U	C	0.60	0.50	0.50
Burning Cloak	R	C	0.20	0.10	0.10
Capricious Sorcerer	U	R	2.60	2.00	2.00
Charging Bandits	B	U	0.60	0.50	0.50
Charging Paladin	W	U	0.60	0.50	0.50
Charging Rhino	G	R	3.30	2.50	2.00
Cloak of Feathers	U	C	0.20	0.10	0.10
Cloud Dragon	U	R	5.30	4.50	4.30
Cloud Pirates	U	C	0.20	0.10	0.10
Cloud Spirit	U	U	0.70	0.50	0.45
Command of Unsummoning	U	C	0.70	0.50	0.40
Coral Eel	U	C	0.20	0.10	0.10
Craven Giant	R	C	0.20	0.10	0.10
Craven Knight	B	C	0.20	0.10	0.10
Cruel Bargain	B	R	3.80	3.50	3.30
Cruel Fate	U	R	4.00	4.00	3.40
Cruel Tutor	B	R	4.00	4.00	3.50
Deep Wood	U	C	0.60	0.50	0.50
Deep-Sea Serpent	U	U	0.70	0.50	0.50
Defiant Stand	W	U	0.70	0.50	0.40
Desert Drake	R	U	0.60	0.50	0.30
Devastation	R	R	5.60	5.30	2.90
Devoted Hero	W	C	2.10	0.25	0.20
Djinn of the Lamp	U	R	4.80	4.50	2.30
Dread Charge	B	R	4.00	4.00	4.00
Dread Reaper	B	R	4.00	4.00	3.50
Dry Spell	U	R	2.90	2.80	1.60
Dj' Vu	U	C	0.30	0.25	0.20
Earthquake	R	R	7.10	7.00	6.00
Ebon Dragon	B	R	6.40	6.30	6.10
Elite Cat Warrior (ver. 1)	G	C	0.20	0.10	0.10
Elite Cat Warrior (ver. 2)	G	C	0.20	0.10	0.10
Elven Cache	C	C	0.35	0.25	0.20
Elvish Ranger	G	C	0.25	0.20	0.15
Endless Cockroaches	B	R	3.10	3.00	2.50
Exhaustion	U	R	3.10	3.00	2.40
False Peace	W	C	0.20	0.15	0.15
Feral Shadow	B	C	0.20	0.10	0.10
Final Strike	B	R	4.60	4.30	3.60
Fire Dragon	R	R	7.80	7.50	6.90
Fire Imp	U	R	0.60	0.50	0.45
Fire Snake	R	C	0.20	0.10	0.10
Fire Tempest	R	R	4.00	4.00	3.20
Flashfires	U	U	0.70	0.50	0.50
Flot-Footed Monk	W	C	0.20	0.10	0.10
Fleet	U	U	0.70	0.50	0.40
Foot Soldiers	G	C	0.20	0.10	0.10
Forest (4 Versions)	L	L	0.20	0.10	0.10
Forest Lightning	R	R	4.60	4.30	3.50
Fruition	G	C	0.25	0.20	0.15
Giant Octopus	U	C	0.20	0.10	0.10
Giant Spider	G	C	0.20	0.10	0.10
Gifts of Estates	W	R	3.10	3.00	2.60
Goblin Bully	R	C	0.20	0.10	0.10
Gorilla Warrior	G	C	0.20	0.10	0.10
Gravedigger	B	U	0.60	0.50	0.35
Grizzly Bears	G	C	0.20	0.10	0.10
Hand of Death (ver. 1)	B	C	0.20	0.10	0.10
Hand of Death (ver. 2)	B	C	0.20	0.10	0.10
Harsh Justice	W	R	4.00	4.00	3.30
Highland Giant	R	C	0.20	0.15	0.15
Hill Giant	R	C	0.20	0.10	0.10
Horned Turtle	U	C	0.20	0.10	0.10
Howling Fury	B	C	0.20	0.10	0.10
Hulking Cyclops	R	C	0.20	0.10	0.10
Hulking Goblin	G	R	2.90	1.50	1.50
Hurricane	U	U	0.70	0.50	0.40
Ingenious Thief	L	L	0.20	0.10	0.10
Island (4 Versions)	G	C	0.20	0.15	0.15
Jungle Lion	W	C	0.20	0.15	0.15
Keen-Eyed Archers	B	R	5.80	5.50	5.50
King's Assassin	W	C	0.20	0.10	0.10
Knight Errant	R	R	4.60	4.30	3.60
Last Chance	C	C	0.25	0.25	0.20
Lava Axe	R	U	0.70	0.50	0.50
Lava Flow	R	C	0.20	0.10	0.10
Lizard Warrior	U	U	0.80	0.60	0.50
Man-o-War	B	R	3.10	3.00	2.80
Mercenary Knight	U	C	0.20	0.10	0.10
Merfolk of the Pearl Trident	B	C	0.20	0.10	0.10
Mind Knives	B	C	0.20	0.10	0.10
Mind Rot	R	C	0.20	0.10	0.10
Minotaur Warrior	G	C	0.25	0.20	0.15
Mobilize	G	C	0.25	0.25	0.20
Monstrous Growth (ver. 1)	G	C	0.25	0.25	0.20
Monstrous Growth (ver. 2)	G	C	0.25	0.25	0.20
Moon Sprite	U	U	0.70	0.50	0.50
Mountain (4 Versions)	L	L	0.20	0.10	0.10
Mountain Goat	R	U	0.70	0.50	0.40
Muck Rats	B	C	0.20	0.10	0.10
Mystic Denial	U	U	0.60	0.50	0.50
Natural Order	R	U	5.00	5.00	4.50
Natural Spring	G	U	0.70	0.50	0.35
Nature's Cloak	G	R	4.00	4.00	3.40
Nature's Lore	C	C	0.25	0.20	0.15
Nature's Ruin	B	U	0.70	0.50	0.50
Needle Storm	U	U	0.80	0.70	0.60
Noxious Toad	B	U	0.70	0.50	0.50

Omen	U	C	0.20	0.10	0.10
Owl Familiar	U	C	0.20	0.10	0.10
Panther Warriors	G	C	0.20	0.10	0.10
Path of Peace	W	C	0.20	0.10	0.10
Personal Tutor	U	U	0.80	0.70	0.60
Phantom Warrior	U	R	3.30	2.50	2.20
Pillaging Horde	R	R	8.50	8.00	6.90
Plains (4 Versions)	L	L	0.20	0.10	0.10
Plant Elemental	G	U	0.60	0.50	0.50
Primeval Force	G	R	4.60	4.30	4.00
Prosperity	U	U	4.00	4.00	2.90
Pyroclasm	R	R	2.90	2.50	2.40
Python	B	C	0.20	0.10	0.10
Raging Cougar	R	C	0.25	0.20	0.15
Raging Goblin (ver. 1)	R	C	0.25	0.25	0.20
Raging Goblin (ver. 2)	R	C	0.25	0.25	0.20
Raging Minotaur	R	C	0.20	0.15	0.10
Rain of Salt	R	U	0.80	0.70	0.60
Rain of Tears	B	U	1.30	1.10	0.80
Raise Dead	B	C	0.20	0.10	0.10
Redwood Treefolk	G	C	0.20	0.10	0.10
Regal Unicorn	W	C	0.20	0.10	0.10
Renewing Dawn	W	U	0.80	0.60	0.60
Rowan Treefolk	G	C	0.20	0.10	0.10
Sacred Knight	W	C	0.25	0.20	0.15
Sacred Nectar	W	C	0.20	0.15	0.15

Magic: The Gathering



Piracy	U	R	4.00	3.60	3.20
Plains (3 Versions)	L	L	0.30	0.20	0.10
Plated Wurm	G	C	0.30	0.25	0.20
Predatory Nightstalker	B	U	0.70	0.50	0.50
Prowling Nightstalker	B	C	0.30	0.20	0.10
Raging Goblin	R	C	0.35	0.25	0.20
Raiding Nightstalker	B	C	0.30	0.20	0.10
Rain of Daggers	B	R	4.00	3.50	2.80
Raise Dead	B	C	0.30	0.20	0.10
Rally the Troops	W	U	0.70	0.50	0.50
Ravenous Rats	B	C	0.30	0.20	0.15
Razorclaw Bear	G	R	4.30	3.50	2.80
Relentless Assault	R	R	6.10	5.50	4.80
Remove	U	U	0.60	0.50	0.50
Renewing Touch	G	U	0.70	0.60	0.50
Return of the Nightstalkers	B	R	5.00	4.40	4.00
Righteous Charge	W	C	0.30	0.25	0.20
Righteous Fury	W	R	4.20	3.60	3.20
River Bear	G	U	0.70	0.50	0.50
Salvage	G	C	0.30	0.20	0.15
Screeching Drake	U	C	0.30	0.20	0.15
Sea Drake	U	U	0.60	0.50	0.50
Sleight of Hand	U	C	0.30	0.25	0.20
Spitting Fire	R	C	0.30	0.20	0.10
Steam Catapult	W	R	5.10	3.80	2.60
Steam Frigate	U	C	0.30	0.20	0.10
Stone Rain	R	C	0.30	0.20	0.10
Swamp (3 Versions)	L	L	0.30	0.20	0.10
Swarm of Rats	B	C	0.30	0.25	0.20
Sylvan Basilisk	G	R	3.80	3.40	2.80
Sylvan Yeti	G	R	4.80	3.40	2.60
Talas	U	R	4.10	3.50	2.60
Talas Air Ship	U	C	0.30	0.20	0.10
Talas Explorer	U	C	0.30	0.20	0.10
Talas Merchant	U	C	0.30	0.20	0.10
Talas Scout	U	C	0.30	0.20	0.10
Talas Warrior	U	R	2.70	2.20	1.80
Temple Acolyte	W	C	0.30	0.20	0.15
Temple Elder	W	U	0.60	0.50	0.50
Temporal Manipulation	U	R	6.50	4.50	3.00
Tree of Dreams	U	U	0.60	0.50	0.50

Tidal Surge	U	C	0.30	0.20	0.10
Time Ebb	U	C	0.30	0.20	0.10
Touch of Brilliance	U	C	0.30	0.20	0.10
Town Sentry	W	C	0.30	0.20	0.10
Tree Monkey	G	C	0.30	0.20	0.10
Tremor	R	C	0.30	0.20	0.10
Trokin High Guard	W	C	0.30	0.20	0.10
Undo	U	U	0.60	0.50	0.40
Untamed Wilds	G	U	0.90	0.50	0.50
Vampiric Spirit	B	R	5.30	4.50	3.70
Vengeance	W	U	0.60	0.50	0.50
Volcanic Hammer	R	C	0.35	0.25	0.20
Volunteer Militia	W	C	0.30	0.20	0.10
Warrior's Stand	W	U	0.90	0.70	0.50
Wild Griffin	W	C	0.30	0.20	0.10
Wild Ox	G	U	0.60	0.50	0.50
Wildfire	R	R	4.40	4.20	3.80
Wind Sail	U	C	0.30	0.20	0.10
Total			233.15	183.15	144.30



Portal 3 Set	171.00	162.00	151.00
Portal 3 Starter Box	105.00	105.00	105.00
Portal 3 Booster Box	125.00	125.00	125.00
Portal 3 Starter Deck	10.00	10.00	10.00
Portal 3 Booster Pack	3.00	3.00	3.00

CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Alert Shu Infantry	W	U	0.60	0.60	0.50
Ambition's Cost	B	R	2.00	2.00	2.00
Balance of Power	U	R	4.50	3.90	3.00
Barbarian General	R	U	0.60	0.50	0.50
Barbarian Horde	R	C	0.15	0.10	0.10
Blaze	R	U	0.70	0.50	0.50
Borrowing 100,000 Arrows	U	U	0.60	0.50	0.50
Borrowing the East Wind	G	R	3.30	3.00	2.50
Brilliant Plan	U	U	0.60	0.50	0.50
Broken Dam	U	C	0.15	0.10	0.10
Burning Fields	R	C	0.15	0.15	0.10
Burning of Xinye	R	R	3.60	3.10	2.60
Cao Cao, Lord of Wei	B	R	6.50	5.00	3.50
Cao Ren, Wei Commander	B	R	3.00	3.00	2.80
Capture of Jingzhou	R	U	7.00	4.00	3.50
Champion's Victory	U	U	0.50	0.50	0.50
Coercion	B	U	0.50	0.50	0.50
Control of the Court	R	U	0.50	0.50	0.50
Corrupt Court Official	B	U	0.50	0.50	0.50
Corrupt Eunuchs	R	U	0.50	0.50	0.50
Council of Advisors	U	U	0.60	0.60	0.50
Counterintelligence	U	U	0.50	0.50	0.50
Cunning Advisor	B	U	0.50	0.50	0.50
Deception	B	C	0.20	0.20	0.15
Desert Sandstorm	R	C	0.15	0.15	0.10
Desperate Charge	B	U	0.60	0.60	0.60
Diachan, Artful Beauty	R	R	3.90	3.00	3.00
Dong Zhou, the Tyrant	R	R	4.50	4.00	3.50
Eightfold Maze	W	R	3.20	3.00	2.50
Empty City Ruse	W	U	0.50	0.50	0.50
Eunuchs' Intrigues	R	U	0.50	0.50	0.50
Exhaustion	U	R	3.30	2.50	2.30
Extinguish	U	C	0.20	0.20	0.15
False Defeat	W	C	0.20	0.20	0.15
False Mourning	G	U	0.60	0.50	0.50
Famine	B	U	0.50	0.50	0.50

Fire Ambush	R	C	0.30	0.20	0.15
Fire Bowman	R	U	0.50	0.50	0.45
Flanking Troops	W	U	0.50	0.45	0.35
Forced Retreat	U	C	0.15	0.15	0.10
Forest (3 Versions)	L	C	0.25	0.20	0.20
Forest Bear	G	C	0.15	0.15	0.10
Ghostly Visit	B	C	0.15	0.10	0.10
Guan Yu, Sainted Warrior	W	R	4.10	3.00	3.00
Guan Yu's 1,000-Li March	W	R	3.70	3.40	2.70
Heavy Fog	G	U	0.60	0.60	0.50
Hua Tuo, Honored Physician	G	R	4.00	3.00	3.00
Huang Zhong, Shu General	W	R	3.60	3.20	3.10
Hunting Cheetah	G	U	0.60	0.50	0.50
Imperial Edict	B	C	0.15	0.10	0.10
Imperial Recruiter	R	U	0.50	0.50	0.50
Imperial Seal	B	R	4.50	2.00	2.00
Independent Troops	R	C	0.15	0.10	0.10
Island (3 Versions)	L	C	0.25	0.20	0.20
Kongming, "Sleeping Dragon"	W	R	4.00	3.00	3.00
Kongming's Contraptions	W	R	4.00	3.00	2.50
Lady Sun	U	R	4.40	4.00	3.50
Lady Zhurong, Warrior Queen	G	R	5.00	4.00	3.50
Liu Bei, Lord of Shu	W	R	3.30	3.00	2.50
Lone Wolf	G	U	0.60	0.50	0.50
Loyal Retainers	W	U	0.50	0.50	0.50
Lu Bu, Master-at-Arms	R	R	3.00	3.00	2.90
Lu Meng, Wu General	U	R	3.60	3.20	3.10
Lu Su, Wu Advisor	U	R	3.50	3.00	2.80
Lu Xun, Scholar General	U	R	3.70	3.30	3.20
Ma Chao, Western Warrior	R	R	3.50	3.00	2.80
Marshaling the Troops	G	R	7.30	3.00	2.50
Meng Huo, Barbarian King	G	R	5.50	4.00	3.50
Meng Huo's Horde	G	C	0.15	0.10	0.10
Misfortune's Gain	W	C	0.15	0.10	0.10
Mountain (3 Versions)	L	C	0.25	0.20	0.20
Mountain Bandit	R	C	0.15	0.10	0.10
Mystic Denial	U	U	0.50	0.50	0.50
Overwhelming Forces	B	R	6.50	3.00	2.50
Pang Tong, "Young Phoenix"	W	R	3.70	3.30	3.20
Peach Garden Oath	U	U	0.90	0.50	0.50
Plains (3 Versions)	L	C	0.25	0.20	0.20
Poison Arrow	B	U	0.50	0.50	0.50
Preemptive Strike	U	C	0.15	0.10	0.10
Rally the Troops	W	U	0.70	0.60	0.50
Ravages of War	W	R	6.50	3.00	2.50
Ravaging Horde	R	U	0.50	0.50	0.50
Red Cliffs Armada	U	U	0.50	0.50	0.45
Relentless Assault	R	R	6.80	6.00	4.00
Renegade Troops	R	U	0.60	0.50	0.45
Return to Battle	B	C	0.20	0.15	0.15
Riding Red Hare	W	C	0.20	0.20	0.15
Riding the Dilu Horse	G	R	2.40	2.00	2.00
Rockslide Ambush	R	U	0.60	0.60	0.50
Rolling Earthquake	R	R	5.70	5.40	3.70
Sage's Knowledge	U	C	0.15	0.15	0.10
Shu Cavalry	W	C	0.15	0.15	0.10
Shu Defender	W	C	0.15	0.15	0.10
Shu Elite Companions	W	U	0.60	0.50	0.50
Shu Elite Infantry	W	C	0.15	0.10	0.10
Shu Farmer	W	C	0.15	0.15	0.10
Shu Foot Soldiers	W	C	0.15	0.10	0.10
Shu General	W	U	0.60	0.50	0.50
Shu Grain Caravan	W	C	0.15	0.10	0.10
Shu Soldier-Farmers	W	U	0.50	0.50	0.50
Sima Yi, Wei Field Marshal	B	R	4.80	4.00	3.50
Slashing Tiger	G	R	3.90	2.00	2.00
Southern Elephant	G	C	0.15	0.15	0.10

Spoils of Victory	G	U	0.60	0.60	0.50
Spring of Eternal Peace	G	C	0.15	0.15	0.10
Stalking Tiger	G	C	0.15	0.15	0.10
Stolen Grain	B	U	0.70	0.50▼	0.50
Stone Catapult	B	R	4.30	3.60▼	2.80
Stone Rain	R	C	0.20	0.15	0.15
Strategic Planning	U	U	0.50	0.50	0.50
Straw Soldiers	U	C	0.15	0.10	0.10
Sun Ce, Young Conqueror	U	R	4.10	3.00▼	3.00
Sun Quan, Lord of Wu	U	R	4.50	3.00▼	3.00
Swamp (3 Versions)	L	C	0.25	0.20	0.20
Taoist Hermit	G	U	0.50	0.50	0.50
Taoist Mystic	G	R	3.00	3.00	2.50
Taunting Challenge	G	R	2.80	2.50▼	2.50
Three Visits	G	C	0.15	0.15	0.10
Trained Cheetah	G	U	0.50	0.50	0.50
Trained Jackal	G	C	0.15	0.15	0.10
Trip Wire	U	U	0.60	0.50	0.50
Vengeance	W	U	0.50	0.50	0.50
Virtuous Charge	G	C	0.15	0.15	0.10
Volunteer Militia	W	C	0.15	0.15	0.10
Warrior's Oath	R	R	4.80	3.60	2.80
Warrior's Stand	W	U	0.60	0.50▼	0.50
Wei Ambush Force	B	C	0.15	0.10	0.10
Wei Assassins	B	U	0.50	0.50	0.50
Wei Elite Companions	B	U	0.50	0.50	0.50
Wei Infantry	B	C	0.30	0.20	0.15
Wei Night Raiders	B	U	0.50	0.50	0.50
Wei Scout	B	C	0.15	0.10	0.10
Wei Strike Force	B	C	0.15	0.15	0.10
Wielding the Green Dragon	G	C	0.20	0.20	0.15
Wolf Pack	G	R	4.50	2.00▼	2.00
Wu Admiral	U	U	0.50	0.50	0.50
Wu Elite Cavalry	U	C	0.15	0.10	0.10
Wu Infantry	U	C	0.15	0.10	0.10
Wu Light Cavalry	U	C	0.15	0.10	0.10
Wu Longbowman	U	U	0.60	0.50	0.50
Wu Scout	U	C	0.15	0.15	0.10
Wu Spy	U	U	0.60	0.50▼	0.50
Wu Warship	U	C	0.15	0.10	0.10
Xiahou Dun, the One-Eyed	B	R	3.60	3.10▼	3.10
Xun Yu, Wei Advisor	R	R	3.50	3.00▼	2.90
Yellow Scarves Cavalry	B	C	0.15	0.10	0.10
Yellow Scarves General	R	R	3.00	2.00▼	1.80
Yellow Scarves Troops	C	C	0.15	0.10	0.10
Young Wei Recruit	B	C	0.15	0.10	0.10
Yuan Shao, the Indecisive	R	R	5.10	4.20	3.60
Yuan Shao's Infantry	R	U	0.50	0.50	0.50
Zhang Fei, Fierce Warrior	W	R	3.40	3.00▼	3.00
Zhang He, Wei General	B	R	3.80	3.60▼	3.30
Zhang Liao, Hero of Hefei	R	R	4.10	3.10▼	3.10
Zhao Zilong, Tiger General	W	R	3.50	3.00▼	2.90
Zhou Yu, Chief Commander	U	R	3.40	3.00▼	3.00
Zhuge Jin, Wu Strategist	U	R	4.50	3.00▼	3.00
Zodiac Dog	R	C	0.15	0.15	0.10
Zodiac Dragon	R	R	17.00	6.00▼	5.00
Zodiac Goat	R	C	0.15	0.10	0.10
Zodiac Horse	G	U	0.50	0.50	0.50
Zodiac Monkey	G	C	0.15	0.15	0.10
Zodiac Ox	G	U	0.60	0.50	0.50
Zodiac Pig	B	U	0.50	0.50	0.50
Zodiac Rabbit	G	C	0.15	0.10	0.10
Zodiac Rat	B	C	0.15	0.15	0.10
Zodiac Rooster	G	C	0.15	0.15	0.10
Zodiac Snake	G	C	0.15	0.15	0.10
Zodiac Tiger	B	U	0.50	0.50	0.50
Zuo Ci, the Mocking Sage	G	R	3.30	3.00▼	3.00
Total			282.65	216.55	194.85

Pokémon

1st Ed. 102 Cards, Unlimited 101 Cards

1st Edition Base Set	466.25	377.50	▼	307.00
1st Edition Booster Box	160.00	125.00	▲	107.50
1st Edition Booster	6.00	5.00		4.00
Unlimited Base Set	190.00	185.00		159.00
Unlimited Booster Box	75.00	70.00	▼	65.00
Unlimited 2-player Sets	8.70	8.00		6.50
Unlimited Pre-con Decks	9.70	8.80	▼	8.10
Unlimited Booster	2.90	2.60		2.50

UNLIMITED SINGLES (% 1st EDITION PRICE)				
Holofoil Card (F)	70%	50%	▼	50%
Rare Card	80%	70%		50%
Uncommon Card	100%	80%		50%
Common Card	100%	100%		80%
Energy Card	100%	60%		50%

CARD NAME	TYPE	R	UPPER	MEDIAN	LOWER
Abra	P	C	0.25	0.25	0.15
Alakazam	P	F	17.00	8.50 ▼	6.30
Arcanine	FR	U	1.00	0.90	0.50
Beedrill	G	R	4.30	3.00	2.20
Bill	T	C	0.25	0.25	0.10
Blastoise	G	F	20.00	13.50 ▼	9.30
Bulbasaur	G	C	0.25	0.25	0.15
Caterpie	C	C	0.25	0.25	0.15
Chansey	C	F	11.25	6.50 ▼	5.20
Charizard	FR	F	50.75	25.00	15.00
Charmander	FR	C	0.25	0.20	0.15
Charmeleon	FR	U	1.00	0.90	0.50
Clefairy	C	F	14.25	7.80 ▼	6.00
Clefairy Doll	T	R	3.80	3.00	2.20
Computer Search	T	R	3.80	3.00	2.20
Defender	T	U	1.00	0.90	0.50
Devolution Spray	T	R	3.80	3.00	1.80
Dewgong	W	U	1.00	0.90	0.50
Diglett	F	C	0.25	0.20	0.15
Doduo	C	C	0.25	0.25	0.15
Double Colorless Energy	E	U	1.40	1.00	0.60
Dragonair	C	R	4.40	3.20 ▼	3.00
Dratini	C	U	1.00	0.90	0.50
Drowzee	P	C	0.25	0.25	0.15
Dugtrio	F	R	4.40	3.00	2.20
Electabuzz	L	R	5.30	3.20 ▼	2.30
Electrode	L	R	5.40	3.00	2.20
Energy Removal	T	C	0.25	0.20	0.10
Energy Retrieval	T	U	1.00	0.80	0.50
Farfetch'd	C	U	1.00	0.90	0.50
Fighting Energy	E	E	0.25	0.10	0.10
Fire Energy	E	E	0.25	0.10	0.10
Full Heal	T	U	1.00	0.80	0.50
Gastly	P	C	0.25	0.25	0.15
Grass Energy	E	E	0.20	0.10	0.10
Growlithe	FR	U	1.00	0.90	0.50
Gust of Wind	T	C	0.25	0.20	0.10
Gyarados	G	F	12.50	6.80 ▼	5.00
Haunter	P	U	1.00	0.90	0.50
Hitmonchan	F	F	12.25	6.80 ▼	5.00
Impostor Professor Oak	T	R	3.80	3.00	2.20
Item Finder	T	R	3.90	3.00	2.20
Ivysaur	G	U	1.00	0.90	0.50
Jynx	P	U	1.00	0.90	0.50
Kadabra	P	U	1.00	0.90	0.50
Kakuna	G	U	1.00	0.90	0.50
Koffing	G	C	0.25	0.25	0.15
Lass	T	R	4.00	3.20	1.90
Lightning Energy	E	E	0.25	0.15	0.10
Machop	F	F	8.50	6.70 ▼	5.00
Machoke	F	U	1.00	0.90	0.50
Magikarp	W	U	1.00	0.90	0.50
Magmar	FR	U	1.00	0.90	0.50
Magnemite	L	C	0.25	0.25	0.15
Magneton	F	F	11.25	7.30 ▼	5.00
Maintenace	T	U	1.00	0.80	0.50
Metapod	G	C	0.25	0.25	0.15
Mewtwo	P	F	14.00	9.00 ▼	7.00
Nidoking	G	F	15.50	7.30 ▼	5.30
Nidoran	G	C	0.25	0.25	0.15
Nidorina	G	U	1.00	0.90	0.50
Ninetales	FR	F	15.75	7.30 ▼	5.00
Onix	F	C	0.25	0.25	0.15
Pidgeotto	C	R	4.30	3.00	2.20
Pidgey	C	C	0.25	0.25	0.15
Pikachu	L	C	0.35	0.25	0.15
PlusPower	T	U	1.00	0.80	0.50
Pokédex	T	U	1.00	0.80	0.50
Pokémon Breeder	T	R	3.80	3.00	2.20
Pokémon Center	T	U	1.00	0.80	0.50
Pokémon Flute	T	U	1.00	0.80	0.50
Pokémon Trader	T	R	3.80	3.00	2.20
Poliwhag	W	C	0.25	0.25	0.15
Poliwhirl	W	U	1.00	0.90	0.50
Poliwrath	W	F	13.50	7.30 ▲	5.00
Ponyta	FR	C	0.25	0.25	0.15
Porygon	C	U	1.00	0.90	0.50
Potion	T	C	0.25	0.20	0.10
Professor Oak	T	U	1.00	0.90	0.50
Psychic Energy	E	E	0.25	0.15	0.10
Raichu	L	F	15.00	7.30 ▲	5.30
Raticate	C	U	1.00	0.90	0.50
Rattata	C	C	0.25	0.25	0.15

Revive	T	U	1.00	0.80	0.50
Sandshrew	F	C	0.25	0.25	0.15
Scoop Up	T	R	3.80	3.00	1.70
Seel	W	U	1.00	0.90	0.50
Squirtle	W	C	0.25	0.25	0.15
Staryu	W	C	0.25	0.25	0.15
Super Energy Removal	T	R	4.00	3.00	1.80
Super Potion	T	U	1.00	0.80	0.50
Switch	T	C	0.25	0.20	0.10
Tangela	G	C	0.25	0.25	0.15
Venusaur	G	F	20.00	13.00	6.80
Voltorb	L	C	0.25	0.25	0.15
Vulpix	FR	C	0.25	0.25	0.15
Wartortle	W	U	1.00	0.90	0.50
Water Energy	E	E	0.25	0.15	0.10
Weedle	G	C	0.25	0.25	0.15
Zapdos	L	F	16.25	7.30	6.00
Total			376.30	232.40	157.95

Pokémon

Base Set 2



130 Cards

Base 2 Set	133.75	115.00	▼	110.00
Booster Box	75.00	70.00	▼	61.25
2-Player Starter Set (w/CD-ROM)	10.00	10.00		9.90
2-Player Starter Set (w/CD & Video)	12.25	10.50	▲	8.80
Grass Chopper Pre-con Deck	9.50	8.00	▼	7.80
Lightning Bug Pre-con Deck	9.50	8.00	▼	7.80
Psych Out Pre-con Deck	9.50	8.00	▼	7.80
Hot Water Pre-con Deck	9.50	8.00	▼	7.80
Booster Pack	3.30	3.00		2.80

CARD NAME	TYPE	UPPER	MEDIAN	LOWER
Abra	P	C	0.25	0.25
Alakazam	P	F	12.00	7.00
Arcanine	FR	U	0.90	0.50
Beedrill	G	R	3.00	2.30
Bellsprout	G	C	0.25	0.25
Bill	T	C	0.25	0.25
Blastoise	G	F	14.00	10.50
Bulbasaur	G	C	0.25	0.25
Butterfree	G	U	0.90	0.50
Caterpie	G	C	0.25	0.25
Chansey	C	F	7.80	6.40
Charizard	FR	F	19.75	18.50
Charmander	FR	C	0.25	0.25
Charmeleon	FR	U	0.90	0.50
Clefable	C	F	9.00	5.30
Clefairy	C	F	9.00	5.80
Computer Search	T	R	3.00	2.00
Cubone	F	C	0.25	0.25
Defender	T	U	0.80	0.50
Dewgong	W	U	0.90	0.50
Diglett	F	C	0.25	0.25
Dodrio	C	U	0.90	0.50
Doduo	C	C	0.25	0.25
Double Colorless Energy	E	U	1.00	0.60
Dragonair	C	R	3.80	2.80
Dratini	C	U	0.90	0.50
Drowzee	P	C	0.25	0.25
Dugtrio	F	R	3.00	2.70
Electabuzz	L	R	3.00	2.70
Electrode	L	R	3.00	2.70
Energy Removal	T	C	0.25	0.25
Energy Retrieval	T	U	0.80	0.50
Exeggcute	G	C	0.25	0.25
Exeggutor	G	U	0.90	0.50
Farfetch'd	C	U	0.90	0.50
Fearow	C	U	0.90	0.50
Fighting Energy	E	E	0.20	0.10
Fire Energy	E	E	0.20	0.10
Full Heal	T	U	0.80	0.50
Gastly	P	C	0.25	0.25
Goldene	W	C	0.25	0.25
Grass Energy	E	E	0.20	0.10
Growlithe	FR	U	0.90	0.50
Gust of Wind	T	C	0.25	0.25
Gyarados	G	F	7.50	5.30
Haunter	P	U	0.90	0.50
Hitmonchan	F	F	7.50	5.50
Impostor Professor Oak	T	R	3.00	2.00
Item Finder	T	R	3.00	2.00
Ivysaur	G	U	0.90	0.50
Jigglypuff	G	C	0.25	0.25
Jynx	P	U	0.90	0.50
Kadabra	P	U	0.90	0.50
Kakuna	G	U	0.90	0.50
Kangaskhan	C	R	3.00	2.90
Lass	T	R	2.80	2.00
Lightning Energy	E	E	0.20	0.10
Lickitung	C	U	0.90	0.50
Machoke	F	U	0.90	0.50
Magikarp	W	U	0.90	0.50
Magmar	FR	U	0.90	0.50
Magnemite	L	C	0.25	0.25
Magneton	L	F	5.80	5.00
Maintenace	T	U	0.80	0.50
Marowak	F	U	0.90	0.50
Meowth	C	C	0.25	0.25
Metapod	G	C	0.25	0.25
Mewtwo	P	F	9.50	6.00
Mr. Mime	P	R	3.00	2.70

Nidoking	G	F	9.00	5.80	5.00
Nidoqueen	G	F	9.30	6.00	5.20
Nidoran (female)	G	C	0.25	0.25	0.15
Nidoran (male)	G	C	0.25	0.25	0.15
Nidorina	G	U	0.90	0.50	0.50
Nidorino	G	U	0.90	0.50	0.50
Ninetales	FR	F	5.80	5.00	5.00
Onix	F	C	0.25	0.25	0.15
Paras	F	C	0.25	0.25	0.15
Parasect	G	U	0.90	0.50	0.50
Persian	C	U	0.90	0.50	0.50
Pidgeot	C	F	9.00	5.50	5.00
Pidgeotto	C	R	3.00	2.70	2.00
Pidgey	C	C	0.25	0.25	0.15
Pikachu	L	C	0.25	0.25	0.15
Pinsir	G	R	3.80	2.40	2.00
PlusPower	T	U	0.80	0.50	0.50
Poké Ball	T	C	0.25	0.25	0.10
Pokédex	T	U	0.80	0.50	0.50
Pokémon Breeder	T	R	3.00	2.00	2.00
Pokémon Center	T	U	0.80	0.50	0.50
Pokémon Trader	T	R	3.00	2.00	2.00
Poliwhag	W	C	0.25	0.25	0.15
Poliwhirl	W	U	0.90	0.60	0.50
Poliwrath	W	F	9.00	5.50	5.00
Potion	T	C	0.25	0.25	0.10
Professor Oak	T	U	0.90	0.50	0.50
Psychic Energy	E	E	0.20	0.10	0.10
Raichu	L	F	9.80	6.80	5.00
Raticate	C	U	0.90	0.50	0.50
Rattata	C	C	0.25	0.25	0.15
Rhydon	F	U	0.90	0.50	0.50
Rhyhorn	F	C	0.25	0.25	0.15
Sandshrew	C	C	0.25	0.25	0.15
Scoop Up	T	R	3.00	2.10	2.00
Scyther	G	F	11.25	7.30	5.30
Seaking	W	U	0.90	0.50	0.50
Seel	W	U	0.90	0.50	0.50
Snorlax	C	R	3.00	2.70	2.00
Spearow	C	C	0.25	0.25	0.15
Squirtle	W	C	0.25	0.25	0.15
Staryu	W	C	0.25	0.25	0.15
Staryu	W	C	0.25	0.25	0.15
Super Energy Removal	T	R	3.00	2.30	1.70
Super Potion	T	U	0.80	0.50	0.50
Switch	T	C	0.25	0.25	0.10
Tangela	G	C	0.25	0.25	0.15
Tauros	C	U	0.90	0.50	0.50
Tentacool	G	R	3.00	2.70	2.00
Tentacool	G	C	0.25	0.25	0.15
Venusaur	G	F	13.75	10.00	6.30
Victreebel	G	R	3.00	2.70	2.00
Voltorb	L	C	0.25	0.25	0.15
Vulpix	FR	C	0.25	0.25	0.15
Wartortle	W	U	0.90	0.50	0.50
Water Energy	E	E	0.20	0.10	0.10
Weedle	G	C	0.25	0.25	0.15
Weepinbell	C	U	0.90	0.50	0.50
Wigglytuff	G	F	9.30	6.20	5.30
Zapdos	L	F	9.90	7.30	6.30
Total			398.15	221.40	186.80



Golbat	B	U	1.00	0.70	0.50
Golduck	W	U	1.00	0.70	0.50
Golem	F	U	1.00	0.70	0.50
Graveler	F	U	1.00	0.70	0.50
Grimar	G	C	0.25	0.20	0.10
Haunder	P	F	8.00	7.20	5.00
Haunder	P	R	3.00	2.70	2.00
Hitmonlee	F	F	9.20	7.30	5.00
Hitmonlee	F	R	4.50	2.70	2.00
Horsea	W	C	0.25	0.20	0.10
Hypno	P	F	8.80	7.30	5.00
Hypno	P	R	3.00	2.50	1.90
Kabuto	F	C	0.25	0.20	0.10
Kabutops	F	F	8.80	7.30	5.00
Kabutops	F	R	3.00	2.70	2.00
Kingler	W	U	1.00	0.70	0.50
Krabby	W	C	0.25	0.20	0.10
Lapras	W	F	7.70	5.10	5.00
Lapras	W	R	3.00	2.50	1.90
Magmar	FR	U	1.00	0.70	0.50
Magneton	L	F	7.70	5.10	5.00
Magneton	L	R	3.00	2.70	2.00
Moltres	FR	F	9.50	7.50	6.20
Moltres	FR	R	3.80	3.00	2.20
Mr. Fuji	T	U	1.00	0.60	0.50
Muk	G	F	7.70	5.10	5.00
Muk	G	R	3.00	3.00	2.20
Mysterious Fossil	T	C	0.25	0.15	0.10
Omanyte	W	C	0.25	0.20	0.10
Omarstar	W	U	1.00	0.70	0.50
Psyduck	W	C	0.25	0.20	0.10
Raichu	L	F	9.90	7.00	5.30
Raichu	L	R	4.80	3.00	2.90
Recycle	T	C	0.25	0.15	0.10
Sandslash	F	U	1.00	0.70	0.50
Sedra	W	U	1.00	0.70	0.50
Shellder	W	C	0.25	0.20	0.10
Slowbro	P	U	1.00	0.70	0.50
Slowpoke	P	C	0.25	0.20	0.10
Tentacool	W	C	0.25	0.20	0.10
Tentacruel	W	U	1.00	0.70	0.50
Weezing	G	U	1.00	0.70	0.50
Zapdos	L	F	9.90	7.50	5.40
Zapdos	L	R	4.80	3.00	2.20
Zubat	G	C	0.25	0.20	0.10
Total			203.90	159.90	120.90

Team Rocket 83 Cards

1st Edition Team Rocket Set	201.25	178.50	154.50
1st Edition Booster Box	156.50	137.75	126.50
1st Edition Devastation Pre-con	12.00	8.80	8.00
1st Edition Trouble Pre-con	12.00	8.80	8.00
1st Edition Booster Pack	4.90	3.90	3.10
Unlimited Team Rocket Set	122.50	111.50	103.50
Unlimited Booster Box	110.00	70.00	69.25
Unlimited Devastation Pre-con	10.25	7.80	7.20
Unlimited Trouble Pre-con	10.25	8.00	7.30
Unlimited Booster Pack	3.10	2.40	2.10

UNLIMITED SINGLES (% 1st Edition Price)			
Holofoil Card (F)	80%	70%	60%
Rare Card	70%	50%	50%
Uncommon Card	100%	100%	80%
Common Card	80%	50%	50%

CARD NAME		TYPAR	UPPER	MEDIAN	LOWER	
Abra		P	C	0.25	0.25	0.10
Challenge!		T	U	1.00	0.50	0.50
Charmander		FR	C	0.25	0.25	0.10
Dark Alakazam		P	F	10.00	7.10	5.00
Dark Alakazam		P	R	4.00	3.00	2.90
Dark Arbok		G	F	7.50	5.00	5.00
Dark Arbok		G	R	3.00	3.00	2.80
Dark Blastoise		W	F	10.00	8.50	8.00
Dark Blastoise		W	R	5.00	4.00	3.00
Dark Charizard		FR	F	15.00	14.00	11.50
Dark Charizard		FR	R	5.50	5.00	3.00
Dark Charmeleon		FR	U	1.00	0.50	0.50

Dark Dragonair	C	U	1.00	0.90	0.50
Dark Dragonite	C	F	10.00	7.50	6.00
Dark Dragonite	C	R	5.00	3.00	2.80
Dark Dugtrio	F	F	7.50	6.10	5.00
Dark Dugtrio	F	R	3.00	3.00	2.80
Dark Electrode	L	U	1.00	0.50	0.50
Dark Flareon	FR	U	1.00	0.50	0.50
Dark Gloom	G	U	1.00	0.50	0.50
Dark Golbat	G	F	7.50	6.10	5.00
Dark Golbat	G	R	3.00	3.00	2.80
Dark Golduck	W	U	1.00	0.50	0.50
Dark Gyarados	W	F	7.50	6.10	5.00
Dark Gyarados	W	R	3.00	3.00	2.80
Dark Hypno	P	F	10.00	6.10	5.00
Dark Hypno	P	R	4.00	3.00	2.80
Dark Jolteon	L	U	1.00	0.90	0.50
Dark Kadabra	P	U	1.00	0.90	0.50
Dark Machop	F	F	7.50	6.10	4.80
Dark Machop	F	R	3.00	3.00	2.80
Dark Machoke	F	U	1.00	0.50	0.50
Dark Magnetron	L	F	7.50	6.00	5.00
Dark Magnetron	L	R	3.00	3.00	2.80
Dark Muk	G	U	1.00	0.90	0.50
Dark Persian	C	U	1.00	0.50	0.50
Dark Primeape	L	U	1.00	0.50	0.50
Dark Raichu	F	F	12.25	10.00	8.00
Dark Rapidash	FR	U	1.00	0.50	0.50
Dark Raticate	C	C	0.25	0.25	0.10
Dark Slowbro	P	F	10.00	7.50	5.00
Dark Slowbro	P	R	5.00	3.00	2.90
Dark Vaporeon	W	U	1.00	0.50	0.50
Dark Vileplume	G	F	10.00	7.00	5.00
Dark Vileplume	G	R	5.00	3.00	2.90
Dark Wartortle	W	U	1.00	0.50	0.50
Dark Weezing	G	F	7.50	6.00	5.00
Dark Weezing	G	R	5.00	3.00	2.90
Digger	T	U	1.00	0.50	0.50
Diglett	F	C	0.25	0.25	0.10
Dratini	C	C	0.25	0.25	0.10
Drowzee	P	C	0.25	0.25	0.10
Eevee	C	C	0.25	0.25	0.10
Ekans	G	C	0.25	0.25	0.10
Full Heal Energy	E	U	1.00	0.90	0.50
Goop Gas Attack	T	C	0.25	0.15	0.10
Grimar	T	C	0.25	0.25	0.10
Here Comes Team Rocket!	G	F	9.50	6.00	4.40
Here Comes Team Rocket!	T	R	4.00	3.00	2.00
Imposter Oak's Revenge	T	U	1.00	0.50	0.50
Koffing	G	C	0.25	0.25	0.10
Machop	F	C	0.25	0.25	0.10
Magikarp	W	U	1.00	0.50	0.50
Magnemite	L	C	0.25	0.25	0.10
Mankey	F	C	0.25	0.25	0.10
Meowth	C	C	0.25	0.25	0.10
Nightly Garbage Run	T	U	1.00	0.90	0.50
Oddish	G	C	0.25	0.25	0.10
Ponyta	FR	C	0.25	0.25	0.10
Porygon	C	U	1.00	0.50	0.50
Potion Energy	E	U	1.00	1.00	0.50
Psyduck	W	C	0.25	0.25	0.10
Rainbow Energy	E	F	10.00	7.00	6.00
Rainbow Energy	E	R	5.00	3.50	3.00
Rattata	C	C	0.25	0.25	0.10
Rocket's Sneak Attack	T	F	9.00	6.00	4.40
Rocket's Sneak Attack	T	R	4.00	3.00	1.90
Sleep!	T	U	1.00	0.50	0.50
Slowpoke	P	C	0.25	0.25	0.10
Squirtle	W	C	0.25	0.25	0.10
The Boss's Way	T	U	1.00	0.50	0.50
Voltorb	L	C	0.25	0.25	0.10
Zubat	G	C	0.25	0.25	0.10
Total			268.50	203.65	164.80

Gym Heroes 132 Cards

1st Edition Gym Heroes Set	150.25	143.00	134.25
1st Edition Booster Box	85.00	84.25	80.25
1st Edition Brock's Deck	9.10	8.50	7.90
1st Edition Misty's Deck	9.10	8.50	7.90
1st Edition Lt. Surge's Deck	9.10	8.50	7.90
1st Edition Erika's Deck	9.10	8.50	7.90
1st Edition Booster Pack	3.30	2.60	2.50
Unlimited Gym Heroes Set	122.00	112.25	114.50
Unlimited Booster Box	72.75	71.50	71.00
Unlimited Brock's Deck	8.90	8.30	7.60
Unlimited Misty's Deck	8.90	8.30	7.60
Unlimited Lt. Surge's Deck	8.90	8.30	7.60
Unlimited Erika's Deck	8.90	8.30	7.60
Unlimited Booster Pack	3.10	2.60	2.40

UNLIMITED SINGLES (% 1st Edition Price)			
Holofoil Card (F)	80%	70%	60%
Rare Card	80%	70%	60%
Uncommon Card	80%	70%	60%
Common Card	80%	50%	35%

CARD NAME		TYPAR	UPPER	MEDIAN	LOWER
Blaine's Charmander	FR	C	0.25	0.25	0.10
Blaine's Golem	T	C	0.25	0.15	0.10
Blaine's Growlithe (Lv. 15)	FR	C	0.25	0.25	0.10
Blaine's Growlithe (Lv. 17)	F	U	1.00	0.70	0.50
Blaine's Kangaskhan	C	U	1.00	0.70	0.50
Blaine's Last Resort	T	U	1.00	0.70	0.50
Blaine's Magmar	FR	U	1.00	0.70	0.50
Blaine's Moltres	FR	F	10.00	8.00	6.70

Blaine's Ponyta	FR	C	0.25	0.25	0.10
Blaine's Quiz #1	T	R	3.00	3.00	1.90
Blaine's Tauros	C	C	0.25	0.25	0.10
Blaine's Vulpix	FR	C	0.25	0.25	0.10
Brock	T	F	8.00	7.00	4.40
Brock	T	R	3.00	3.00	1.90
Brock's Geodude (Lv. 13)	F	C	0.25	0.25	0.10
Brock's Geodude (Lv. 17)	F	U	1.00	0.70	0.50
Brock's Golbat	G	U	1.00	0.70	0.50
Brock's Golem	F	R	3.00	3.00	2.00
Brock's Graveler	F	U	1.00	0.70	0.50
Brock's Lickitung	C	U	1.00	0.70	0.50
Brock's Mankey (Lv. 10)	F	C	0.25	0.25	0.10
Brock's Mankey (Lv. 12)	F	C	0.25	0.25	0.10
Brock's Onix (Lv. 30)	F	R	3.00	3.00	2.00
Brock's Onix (Lv. 41)	F	C	0.25	0.25	0.10
Brock's Rhydon	F	F	8.00	7.50	5.00
Brock's Rhyhorn (Lv. 25)	F	R	3.00	3.00	2.00
Brock's Rhyhorn (Lv. 29)	F	C	0.25	0.25	0.10
Brock's Sandshrew (Lv. 13)	F	C	0.25	0.25	0.10
Brock's Sandshrew (Lv. 20)	F	C	0.25	0.25	0.10
Brock's Sandslash	F	R	3.00	3.00	2.00
Brock's Training Method	T	U	1.00	0.70	0.50
Brock's Vulpix	FR	C	0.25	0.25	0.10
Brock's Zubat (Lv. 11)	G	C	0.25	0.25	0.10
Brock's Zubat (Lv. 5)	G	R	3.00	3.00	2.00
Celadon City Gym	S	U	1.00	0.70	0.50
Cerulean City Gym	S	U	1.00	0.70	0.50
Charity	T	R	3.30	3.00	1.90
Energy Flow	T	C	0.25	0.15	0.10
Erika	T	F	9.40	7.00	4.40
Erika	T	R	3.30	3.00	1.90
Erika's Bellspout (Lv. 12)	G	C	0.25	0.25	0.10
Erika's Bellspout (Lv. 15)	G	C	0.25	0.25	0.10
Erika's Clefable	C	F	8.50	6.80	5.00
Erika's Clefairy	C	R	3.00	3.00	2.80
Erika's Dragonair	F	F	9.90	8.00	6.70
Erika's Dratini	C	U	1.00	0.70	0.50
Erika's Exeggute (Lv. 12)	G	C	0.25	0.25	0.10
Erika's Exeggute (Lv. 15)	G	U	1.00	0.70	0.50
Erika's Exeggutor	G	U	1.00	0.70	0.50
Erika's Gloom (Lv. 24)	G	U	1.00	0.70	0.50
Erika's Gloom (Lv. 28)	G	U	1.00	0.70	0.50
Erika's Maids	T	U	1.00	0.70	0.50
Erika's Oddish (Lv. 12)	G	U	1.00	0.70	0.50
Erika's Oddish (Lv. 15)	G	C	0.25	0.25	0.10
Erika's Perfume	T	U	1.00	0.70	0.50
Erika's Tangela	G	C	0.25	0.25	0.10
Erika's Victreebel	G	R	3.00	3.00	2.80
Erika's Vileplume	G	F	8.00	6.80	5.00
Erika's Weepinbell (Lv. 26)	G	U	1.00	0.70	0.50
Erika's Weepinbell (Lv. 30)	G	U	1.00	0.70	0.50
Fighting Energy	E	C	0.25	0.10	0.10
Fire Energy	E	C	0.25	0.10	0.10
Good Manners	T	U	1.00	0.70	0.50
Grass Energy	E	C	0.25	0.15	0.10
Lightning Energy	E	C	0.25	0.15	0.10
Lt. Surge	T	F	9.00	7.00	4.40
Lt. Surge	T	R	3.30	3.00	1.90
Lt. Surge's Electabuzz (Lv. 22)	L	R	5.00	3.00	2.90
Lt. Surge's Electabuzz (Lv. 28)	L	F	10.00	7.80	5.70
Lt. Surge's Fearow	C	F	8.00	7.10	5.00
Lt. Surge's Magneite (Lv. 10)	L	U	1.00	0.70	0.50
Lt. Surge's Magneite (Lv. 12)	L	C	0.25	0.25	0.10
Lt. Surge's Magnetron	L	F	7.50	5.00	5.00
Lt. Surge's Pikachu	L	C	0.25	0.25	0.10
Lt. Surge's Raichu	L	R	5.00	3.00	2.90
Lt. Surge's Raticate	C	U	1.00	0.70	0.50
Lt. Surge's Rattata	C	C	0.25	0.25	0.10
Lt. Surge's Spearow (Lv. 17)	C	C	0.25	0.25	0.10
Lt. Surge's Spearow (Lv. 8)	C	U	1.00	0.70	0.50
Lt. Surge's Treary	T	U	1.00	0.70	0.50
Lt. Surge's Voltorb	L	C	0.25	0.25	0.10
Minion of Team Rocket	T	U	1.00	0.70	0.50
Misty	T	F	9.40	7.00	4.40
Misty	T	R	3.30	3.00	1.90
Misty's Cloyster	W	R	3.00	3.00	2.00
Misty's Duell	T	C	0.25	0.15	0.10
Misty's Goldeen (Lv. 10)	W	C	0.25	0.25	0.10
Misty's Goldeen (Lv. 8)	W	R	3.00	3.00	2.00
Misty's Horsea	W	C	0.25	0.25	0.10
Misty's Poliwhg	W	C	0.25	0.25	0.10
Misty's Poliwhirl	W	U	1.00	0.70	0.50
Misty's Poliwrath	W	R	3.00	3.00	2.00
Misty's Psyduck	W	U	1.00	0.70	0.50
Misty's Seadra	W	F	8.00	7.50	5.00
Misty's Seaking	W	U	1.00	0.70	0.50
Misty's Seel	W	C	0.25	0.25	0.10
Misty's Sheldier	W	C	0.25	0.25	0.10
Misty's Starnie	W	U	1.00	0.70	0.50
Misty's Staryu	W	C	0.25	0.25	0.10
Misty's Tentacool (Lv. 12)	W	A	4.80	3.00	2.80
Misty's Tentacool (Lv. 16)	W	U	1.00	0.70	0.50
Misty's Tentacruel	W	F	8.00	7.10	5.00
Misty's Wrath	T	U	1.00	0.70	0.50
Narrow Gym	S	C	0.25	0.20	0.10
No Removal Gym	S	R	3.00	3.00	2.80
Pewter City Gym	S	U	1.00	0.70	0.50
Psychic Energy	E	C	0.25	0.15	0.10
Recall	T	F	1.40	1.00	0.50
Rocket's Hitmonchan	T	F	9.40	8.00	5.00
Rocket's Moltres	FR	F	9.70	8.00	6.00
Rocket's Scyther	G	F	10.00	8.00	7.60
Rocket's Snorlax	C	R	3.00	3.00	2.80
Sabrina's Abra	P	C	0.25	0.25	0.10
Sabrina's Drowzee	P	C	0.25	0.25	0.10
Sabrina's ESP	T	U	1.00	0.70	0.50

Koga	T	F	7.80	5.90	4.10
Koga	T	R	3.00	2.90	1.80
Koga's Arbok	G	R	3.00	2.90	2.20
Koga's Beedrill	G	F	7.90	6.30	5.00
Koga's Ditto	C	F	7.90	6.30	5.00
Koga's Ekans	G	C	0.25	0.25	0.15
Koga's Golbat	G	U	1.00	0.80	0.50
Koga's Grimer	G	C	0.25	0.25	0.15
Koga's Kakuna	G	U	1.00	0.80	0.50
Koga's Koffing	G	C	0.25	0.25	0.15
Koga's Koffing	G	U	1.00	0.80	0.50
Koga's Muk	G	R	3.00	2.90	2.20
Koga's Ninja Trick	T	U	1.00	0.80	0.45
Koga's Pidgeotto	C	R	3.00	2.90	2.20
Koga's Pidgey	C	C	0.25	0.25	0.15
Koga's Pidgey	C	U	1.00	0.80	0.50
Koga's Tangela	G	C	0.25	0.25	0.15
Koga's Weedle	G	C	0.25	0.25	0.15
Koga's Weezing	G	U	1.00	0.80	0.50
Koga's Zubat	G	C	0.25	0.25	0.15
Lightning Energy	E	C	0.25	0.15	0.10
Lt. Surge's Electrode	L	U	1.00	0.80	0.50
Lt. Surge's Eevee	C	U	1.00	0.80	0.50
Lt. Surge's Jolteon	L	R	3.00	2.90	2.20
Lt. Surge's Pikachu	L	C	0.25	0.25	0.15
Lt. Surge's Raichu	L	F	10.00	6.00	5.70
Lt. Surge's Raticate	C	U	1.00	0.80	0.50
Lt. Surge's Rattata	C	C	0.25	0.25	0.15
Lt. Surge's Secret Plan	T	R	3.00	2.90	1.70
Lt. Surge's Voltorb	L	C	0.25	0.25	0.15
Master Ball	T	U	1.00	0.60	0.45
Max Revive	T	U	1.00	0.60	0.45
Misty's Dewgong	W	U	1.00	0.80	0.50
Misty's Golduck	W	F	8.00	6.30	5.00
Misty's Gyarados	W	F	8.00	6.50	5.00
Misty's Horsea	W	C	0.25	0.25	0.15
Misty's Magikarp	W	C	0.25	0.25	0.15
Misty's Poliwag	W	C	0.25	0.25	0.15
Misty's Psyduck	W	C	0.25	0.25	0.15
Misty's Seel	W	C	0.25	0.25	0.15
Misty's Staryu	W	C	0.25	0.25	0.15
Misty's Tears	T	U	1.00	0.60	0.45
Misty's Wish	T	R	3.00	2.90	1.70
Psychic Energy	E	C	0.25	0.15	0.10
Resistance Gym	T	R	3.00	2.70	1.10
Rocket's Mewtwo	P	F	10.00	8.00	5.80
Rocket's Minefield Gym	T	U	1.00	0.60	0.45
Rocket's Secret Experiment	T	U	1.00	0.60	0.45
Rocket's Zapdos	L	F	10.00	8.00	5.80
Sabrina	T	F	7.80	5.90	4.10
Sabrina	T	R	3.00	2.90	1.80
Sabrina's Abra Lv. 12	P	C	0.25	0.25	0.15
Sabrina's Abra Lv. 18	P	C	0.25	0.25	0.15
Sabrina's Alakazam	P	F	9.40	7.00	5.80
Sabrina's Drowzee	P	C	0.25	0.25	0.15
Sabrina's Gastly Lv. 10	P	C	0.25	0.25	0.15
Sabrina's Gastly Lv. 9	P	C	0.25	0.25	0.15
Sabrina's Gengar	P	R	3.00	2.80	2.00
Sabrina's Golduck	W	R	3.20	3.00	2.20
Sabrina's Haunter	P	U	1.00	0.80	0.50
Sabrina's Hypno	P	U	1.00	0.80	0.50
Sabrina's Jynx	P	U	1.00	0.80	0.50
Sabrina's Kadabra	P	U	1.00	0.80	0.50
Sabrina's Mr. Mime	P	U	1.00	0.80	0.50
Sabrina's Porygon	C	C	0.25	0.25	0.15
Sabrina's Psychic Control	T	U	1.00	0.60	0.45
Sabrina's Psyduck	W	C	0.25	0.25	0.15
Saffron City Gym	T	U	1.00	0.80	0.45
Transparent Walls	T	C	0.25	0.20	0.10
Viridian City Gym	T	U	1.00	0.80	0.45
Warp Point	T	C	0.25	0.20	0.10
Water Energy	E	C	0.25	0.15	0.10
Total			297.65	240.85	175.65

Neo Genesis

111 Cards

1st Edition Neo Genesis Set	323.75	314.25	264.50
1st Edition Starter Box	123.75	97.75	84.25
1st Edition Booster Box	167.50	138.50	111.50
1st Edition Cold Fusion Deck	13.25	10.75	9.30
1st Edition Hotfoot Deck	13.25	10.75	9.30
1st Edition Booster Pack	5.00	4.70	3.60
Unlimited Neo Genesis Set	240.00	232.75	228.00
Unlimited Starter Box	135.00	84.50	80.00
Unlimited Booster Box	150.00	94.00	85.00
Unlimited Cold Fusion Deck	15.25	9.80	8.40
Unlimited Hotfoot Deck	15.25	9.80	8.40
Unlimited Booster Pack	3.90	3.40	3.00

UNLIMITED SINGLES (% 1st EDITION PRICE)			
Holofoil Card (F)	100%	90%	70%
Rare Card	100%	100%	70%
Uncommon Card	100%	100%	80%
Common Card	100%	100%	80%
Energy Card		90%	80%

CARD NAME	TYPED	UPPER	MEDIAN	LOWER	
Alpcom	C	U	1.00	0.90	0.50
Ampharos	W	F	9.90	7.80▼	6.00
Arcade Game	T	R	3.80	2.90	2.10
Ariados	G	U	1.00	0.90	0.50
Azurill	W	F	11.25	8.30▼	6.00
Bayleef Lv. 22	G	U	1.00	0.90	0.50
Bayleef Lv. 39	G	U	1.00	0.90	0.50

Bellossom	G	F	10.00	7.80	6.00
Berry	T	C	0.25	0.20	0.10
Bill's Teleporter	T	U	1.00	0.70	0.50
Card-Flip Game	T	U	1.00	0.70	0.50
Chikorita Lv. 12	G	C	0.25	0.25	0.15
Chikorita Lv. 19	G	C	0.25	0.25	0.15
Chinchou	L	C	0.25	0.25	0.15
Clefairy	C	U	1.00	0.90	0.50
Cleflea	C	R	4.80	3.40	2.60
Croconaw Lv. 34	W	U	1.00	0.90	0.50
Croconaw Lv. 41	W	U	1.00	0.90	0.50
Cyndaquil Lv. 14	FR	C	0.25	0.25	0.15
Cyndaquil Lv. 21	FR	C	0.25	0.25	0.15
Darkness Energy	E	R	4.80	3.40	3.00
Donphan	F	R	4.80	3.00	2.10
Double Gust	T	C	0.25	0.20	0.10
Ecocym	T	R	4.70	3.00	2.10
Electabuzz	L	U	1.00	0.90	0.50
Elekid	L	R	4.90	3.00	2.10
Energy Charge	T	R	3.80	3.00	2.10
Feraligatr Lv. 56	W	F	11.25	10.00	8.50
Feraligatr Lv. 69	W	F	11.25	10.00	8.50
Fighting Energy	E	E	0.15	0.10	0.10
Fire Energy	E	E	0.15	0.10	0.10
Flaaffy	L	U	1.00	0.90	0.50
Focus Band	T	R	3.80	3.00	2.10
Furret	C	U	1.00	0.90	0.50
Girafarig	P	C	0.25	0.25	0.15
Gligar	F	C	0.25	0.25	0.15
Gloom	G	U	1.00	0.90	0.50
Gold Berry	T	U	1.00	1.00	0.60
Granbull	C	U	1.00	0.90	0.50
Grass Energy	E	E	0.15	0.10	0.10
Heracross	G	F	9.80	8.30	6.00
Hoothoot	C	C	0.25	0.25	0.15
Hopip	G	C	0.25	0.25	0.15
Horsea	W	C	0.25	0.25	0.15
Jumpuff	G	F	8.50	7.50	6.00
Kingdra	W	F	9.60	8.00	6.00
Lanturn	L	U	1.00	0.90	0.50
Ledian	G	U	1.00	0.90	0.50
Ledyba	G	C	0.25	0.25	0.15
Lightning Energy	E	E	0.15	0.10	0.10
Lugia	C	F	18.00	14.75	10.50
Magby	FR	R	4.70	3.00	2.10
Magmar	FR	U	1.00	0.90	0.50
Mantine	W	C	0.25	0.25	0.15
Mareep	L	C	0.25	0.25	0.15
Maril	W	C	0.25	0.25	0.15
Mary	T	R	3.80	3.00	2.10
Meganium Lv. 54	G	F	9.90	8.50	8.00
Meganium Lv. 57	G	F	9.90	8.50	8.00
Metal Energy	E	F	9.60	7.50	5.50
Miltank	C	U	1.00	0.90	0.50
Miracle Berry	T	U	1.00	0.60	0.50
Moo-Moo Milk	T	C	0.25	0.20	0.10
Murkrow	D	R	4.70	3.00	2.60
Natu	P	C	0.25	0.25	0.15
New Pokédex	T	U	1.00	0.70	0.50
Noctowl	C	U	1.00	0.90	0.50
Oddish	G	C	0.25	0.25	0.15
Onix	F	C	0.25	0.25	0.15
Phanpy	F	U	1.00	0.90	0.50
Pichu	L	F	11.00	10.00	9.30
Pikachu	L	C	0.25	0.25	0.15
Piloswine	W	U	1.00	0.90	0.50
PokéGear	T	R	4.00	3.00	2.10
Pokémon March	T	C	0.25	0.25	0.10
Professor Elm	T	U	1.00	0.90	0.50
Psychic Energy	E	E	0.15	0.10	0.10
Quagsire	W	U	1.00	0.90	0.50
Quilava Lv. 28	FR	U	1.00	0.90	0.50
Quilava Lv. 35	FR	U	1.00	0.90	0.50
Recycle Energy	E	R	4.70	3.00	3.00
Seadra	W	U	1.00	0.90	0.50
Sentret	C	C	0.25	0.25	0.15
Shuckle	G	C	0.25	0.25	0.15
Skarmory	G	F	10.25	8.00	6.50
Skiploom	G	U	1.00	0.90	0.50
Slowking	P	F	9.60	8.30	6.50
Slowpoke	P	C	0.25	0.25	0.15
Sneasel	D	R	4.70	3.00	2.60
Snubbull	C	C	0.25	0.25	0.15
Spinarak	G	C	0.25	0.25	0.15
Sprout Tower	T	U	1.00	0.70	0.50
Stantler	C	C	0.25	0.25	0.15
Steelix	M	F	9.80	8.30	7.30
Sudowoodo	F	C	0.25	0.25	0.15
Sunflora	G	U	1.00	0.90	0.50
Sunkern	G	C	0.25	0.25	0.15
Super Energy Retrieval	T	R	4.60	3.00	2.10
Super Rod	T	C	0.25	0.25	0.10
Super Scoop Up	T	U	1.00	0.70	0.50
Swinub	W	C	0.25	0.25	0.15
Time Capsule	T	R	3.80	3.00	2.10
Togepi	C	U	1.00	0.90	0.50
Togetic	C	F	9.90	8.50	8.00
Totodile Lv. 20	W	C	0.25	0.25	0.15
Totodile Lv. 8	W	C	0.25	0.25	0.15
Typhlosion Lv. 55	FR	F	12.25	12.00	8.50
Typhlosion Lv. 57	FR	F	12.00	10.00	8.40
Water Energy	E	E	0.15	0.10	0.10
Wooper	M	C	0.25	0.25	0.15
Xatu	P	U	1.00	0.90	0.50
Total			318.80	260.25	200.50

Neo Discovery

75 Cards

1st Edition Neo Discovery Set	192.75	175.25	153.00
1st Edition Starter Box	101.25	77.50	74.00
1st Edition Booster Box	137.50	119.50	106.75
1st Edition Brainwave Deck	10.00	9.50	9.00
1st Edition Wallop Deck	10.00	9.50	9.00
1st Edition Booster Pack	4.50	4.00	3.30
Unlimited Neo Discovery Set	171.75	164.25	133.25
Unlimited Starter Box	109.50	74.00	71.50
Unlimited Booster Box	108.75	94.50	92.75
Unlimited Brainwave Deck	10.00	9.90	9.50
Unlimited Wallop Deck	10.00	10.00	9.90
Unlimited Booster Pack	3.40	3.00	3.00

UNLIMITED SINGLES (% 1st EDITION PRICE)			
Holofoil Card (F)	90%	90%	80%
Rare Card	100%	100%	80%
Uncommon Card	100%	90%	70%
Common Card	100%	100%	90%

CARD NAME	TYPED	UPPER	MEDIAN	LOWER	
Beedrill	G	R	3.80	3.00	3.00
Butterfree	G	R	3.80	3.00	2.90
Caterpie	G	C	0.25	0.25	0.15
Corsola	W	U	1.00	0.90	0.50
Dunsparce	G	C	0.25	0.25	0.15
Eevee	C	U	1.00	0.90	0.50
Energy Ark	T	C	0.25	0.20	0.10
Espeon	P	F	10.00	9.10	6.50
Espeon	P	R	4.20	3.30	3.00
Forretress	M	F	9.90	7.50	6.30
Forretress	M	R	3.20	3.00	3.00
Fossil Egg	T	U	1.00	0.90	0.50
Hitmontop	F	F	9.90	7.90	6.00
Hitmontop	F	R	3.20	3.00	2.90
Hoppip	G	C	0.25	0.25	0.15
Houndoom	D	F	10.00	9.20	6.50
Houndoom	D	R	3.90	3.20	3.00
Houndour	D	F	10.25	9.20	6.50
Houndour	F	R	3.90	3.20	3.00
Houndour	D	U	1.00	0.90	0.50
Hyper Devolution Spray	T	U	1.00	0.90	0.50
Igglybuff	C	U	1.00	0.90	0.50
Kabuto	W	C	0.25	0.25	0.15
Kabutops	F	R	9.90	8.00	6.40
Kabutops	W	R	3.80	3.00	2.90
Kakuna	G	U	1.00	0.90	0.50
Larvitar	F	C	0.25	0.25	0.15
Magnemite	M	F	9.80	7.20	6.00
Magnemite	M	R	3.80	3.00	2.90
Mareep	L	C	0.25	0.25	0.15
Metapod	G	U	1.00	0.90	0.50
Natu	P	C	0.25	0.25	0.15
Omanyte	W	C	0.25	0.25	0.15
Omastar	W	U	1.00	0.90	0.50
Pineco	G	C	0.25	0.25	0.15
Politoed	F	F	9.60	7.40	6.30
Politoed	W	R	3.80	3.00	2.90
Poliwhg	W	C	0.25	0.25	0.15
Poliwhirl	W	U	1.00	0.90	0.50
Poliwrath	W	F	9.60	7.30	6.00
Poliwrath	W	R	3.80	3.00	3.00
Pupitar	F	U	1.00	0.90	0.50
Ruin Wall	T	U	1.00	0.90	0.50
Scizor	M	F	11.00	10.00	6.60
Scizor	M	R	4.90	4.20	3.00
Scyther	G	U	1.00	0.90	0.50
Sentret	C	C	0.25	0.25	0.15
Smeargle	C	F	9.80	7.30	6.30
Smeargle	C	R	3.80	3.00	3.00
Spinarak	G	C	0.25	0.25	0.15
Teddiursa	C	C	0.25	0.25	0.15
Tyranitar	D	F	12.25	10.50	6.50
Tyranitar	D	R	5.00	4.40	3.10
Tyrogue	F	C	0.25	0.25	0.15
Umbreon	D	F	11.25	9.00	6.50
Umbreon	D	R	4.90	3.90	3.00
Unown A	P	F	9.90	7.90	6.00



Neo Destiny

113 Cards

1st Edition Neo Destiny Set	340.00	340.00	340.00
1st Edition Booster Box	120.75	109.00	95.00
1st Edition Booster Pack	4.10	4.00	3.30
1st Edition Dark Deck	10.00	9.70	9.30
1st Edition Light Deck	10.00	9.70	9.30
Unlimited Neo Destiny Set	338.25	311.25	284.50
Unlimited Booster Box	95.50	92.75	90.00
Unlimited Booster Pack	3.60	3.50	3.40
Unlimited Dark Deck	10.50	10.25	10.25
Unlimited Light Deck	10.50	10.25	10.25

UNLIMITED SINGLES (% 1st Edition Price)			
Holofoil Card (F)	100%	90%	70%
Rare Card	100%	100%	80%
Uncommon Card	100%	100%	80%
Common Card	100%	100%	80%

CARD NAME	TYPERR	UPPER	MEDIAN	LOWER
Broken Ground Gym	T	R 3.20	3.00	2.80
Chansey	C	U 1.00	1.00	0.50
Counterattack Claws	T	U 1.00	0.80	0.50
Cyndaquil	FR	C 0.25	0.25	0.25
Dark Ampharos	L	F 9.00	8.10	6.80
Dark Ariados	G	R 3.00	3.00	2.60
Dark Crobat	G	F 8.70	8.00	7.60
Dark Croconaw	W	U 1.00	1.00	0.50
Dark Donphan	F	F 8.10	7.90	6.80
Dark Espeon	P	F 9.60	8.10	7.60
Dark Exeggutor	P	U 1.00	1.00	0.50
Dark Feraligtr	W	F 10.25	8.10	7.60
Dark Flaaffy	L	U 1.00	1.00	0.50
Dark Forretress	G	U 1.00	1.00	0.50
Dark Gengar	P	F 8.70	8.00	7.30
Dark Haunter	P	U 1.00	1.00	0.50
Dark Houndoom	FR	F 9.50	8.10	7.30
Dark Magcargo	FR	R 3.00	3.00	2.60
Dark Octillery	W	C 0.25	0.25	0.25
Dark Omastar	W	U 1.00	1.00	0.50
Dark Onix	W	R 3.00	3.00	2.60
Dark Porygon2	C	F 8.70	7.90	6.80
Dark Pupitar	F	U 1.00	1.00	0.50
Dark Quilava	W	U 1.00	1.00	0.50
Dark Scizor	M	F 9.60	8.10	7.60
Dark Slowking	C	R 3.00	3.00	2.60
Dark Typhlosion	FR	F 10.50	10.00	8.20
Dark Tyranitar	F	F 10.50	8.10	7.60
Dark Ursaring	P	R 3.00	3.00	2.60
Dark Wigglytuff	C	U 1.00	1.00	0.50
Dratini	C	C 0.25	0.25	0.25
Energy Amplifier	T	U 1.00	0.80	0.50
Energy Stadium	T	U 1.00	0.80	0.50
Exeggutor	P	C 0.25	0.25	0.25
EXP. ALL	T	R 3.20	3.00	2.80
Gastly	P	C 0.25	0.25	0.25
Girafarig	C	C 0.25	0.25	0.25
Gligar	F	C 0.25	0.25	0.25
Growlithe	FR	C 0.25	0.25	0.25
Heal Powder	T	C 0.25	0.25	0.25
Heracross	G	U 1.00	1.00	0.50
Hitmonlee	F	C 0.25	0.25	0.25
Hitmonlee	F	U 1.00	1.00	0.70
Houndour	D	U 1.00	1.00	0.50
Impostor Prof. Oak's Invention	T	R 3.00	3.00	2.60
Jigglypuff	C	U 1.00	1.00	0.50
Larvitar	F	C 0.25	0.25	0.25
Ledyba	G	C 0.25	0.25	0.25
Light Arcanine	FR	F 8.40	7.40	6.00
Light Azumarill	W	F 8.60	7.40	6.00
Light Dewgong	W	U 1.00	1.00	0.50
Light Dragonair	C	R 4.00	3.00	2.60
Light Dragonite	C	F 8.70	7.90	6.80
Light Flareon	FR	U 1.00	1.00	0.50
Light Golduck	W	U 1.00	1.00	0.50

Light Jolteon	L	U 1.00	1.00	0.70
Light Lanturn	L	R 3.00	3.00	2.60
Light Ledian	G	R 3.00	3.00	2.60
Light Machop	F	R 3.00	3.00	2.60
Light Machoke	F	U 1.00	1.00	0.50
Light Ninetales	FR	U 1.00	1.00	0.50
Light Piloswine	W	R 3.80	3.00	2.80
Light Slowbro	P	U 1.00	1.00	0.50
Light Sunflora	G	C 0.25	0.25	0.25
Light Togetic	C	F 8.40	7.40	6.00
Light Vaporeon	W	U 1.00	1.00	0.50
Light Venomoth	G	U 1.00	1.00	0.50
Light Wigglytuff	C	U 1.00	1.00	0.50
Lucky Stadium	T	U 1.00	0.80	0.50
Machop	F	C 0.25	0.25	0.25
Magnifier	T	U 1.00	0.80	0.50
Mail from Bill	T	C 0.25	0.25	0.25
Mantine	W	C 0.25	0.25	0.25
Marowak	L	C 0.25	0.25	0.25
Miracle Energy	E	F 7.50	6.30	5.00
Phanpy	F	C 0.25	0.25	0.25
Pineco	G	C 0.25	0.25	0.25
Pokémon Personality Test	T	U 1.00	0.80	0.50
Porygon	C	C 0.25	0.25	0.25
Psyduck	W	C 0.25	0.25	0.25
Radio Tower	T	R 3.00	3.00	2.60
Remoraid	W	C 0.25	0.25	0.25
Scyther	G	U 1.00	1.00	0.70
Seel	W	C 0.25	0.25	0.25
Shining Celebi	G	F 17.25	12.25	10.00
Shining Charizard	FR	F 21.50	17.50	12.25
Shining Kabutops	F	F 16.75	13.50	9.60
Shining Mewtwo	P	F 15.00	14.25	12.25
Shining Noctowl	C	F 16.50	11.00	9.60
Shining Raticate	L	F 15.75	13.50	11.50
Shining Steelix	M	F 20.00	13.50	12.00
Shining Tiranitar	D	F 19.25	13.75	12.00
Slugma	FR	C 0.25	0.25	0.25
Sunkern	G	C 0.25	0.25	0.25
Swinub	W	C 0.25	0.25	0.25
Team Rocket's Evil Deeds	T	U 1.00	0.80	0.50
Thought Wave Machine	T	R 3.20	3.00	2.80
Togepi	C	U 1.00	1.00	0.50
Totodile	W	C 0.25	0.25	0.25
Unown [C]	P	U 1.00	1.00	0.50
Unown [G]	P	R 3.20	3.00	2.80
Unown [H]	P	R 3.20	3.00	2.80
Unown [L]	P	C 0.25	0.25	0.25
Unown [P]	P	U 1.00	1.00	0.50
Unown [Q]	P	U 1.00	1.00	0.50
Unown [S]	P	C 0.25	0.25	0.25
Unown [T]	P	C 0.25	0.25	0.25
Unown [V]	P	C 0.25	0.25	0.25
Unown [W]	P	R 3.20	3.00	2.80
Unown [X]	P	R 3.20	3.00	2.80
Unown [Z]	P	U 1.00	1.00	0.50
Venonat	G	C 0.25	0.25	0.25
Vulpix	FR	C 0.25	0.25	0.25
Total		392.20	336.90	278.55

Pokémon Promos

U.S. SETS & PROMOS	UPPER	MEDIAN	LOWER
Pikachu World Collection	16.75	14.50	12.25
Aerodactyl - Fossil Pre-release	8.80	8.60	6.30
Ancient Mew (PK Movie 2000)	F	4.40	4.00
Clefable - Jungle Pre-release	7.00	6.00	5.30
Kabuto - Fossil gold stamped	5.10	4.50	3.30
Meowth - gold-bordered	6.10	6.00	5.00
Misty's Seadra Pre-release	7.30	6.00	5.50
Pikachu - (E3)	12.00	12.00	8.90
Pikachu - (shooting star)	16.25	14.25	9.10
Pikachu - colossal card	6.20	5.80	5.40
#1: Pikachu (Pokémon League)	5.60	5.00	4.30
#2: Electabuzz (1st Pokémon movie)	6.30	6.00	4.80
#3: Mewtwo (1st Pokémon movie)	5.30	4.00	3.80
#4: Pikachu (1st Pokémon movie)	6.10	5.00	4.30
#5: Dragonite (1st Pokémon movie)	6.30	5.00	4.30
#6: Arcanine (Pokémon League)	5.40	5.00	4.30
#7: Jigglypuff (Atlantic Records)	7.50	6.50	5.80
#8: Mew (Pokémon League)	4.90	4.80	3.90
#9: Mew holofoil	F	6.80	5.00
#10: Meowth (Nintendo Power)	F	8.80	8.00
#11: Eevee (Pokémon League)	5.80	5.00	4.00
#12: Mewtwo (Nintendo Power)	8.70	6.00	5.50
#13: Venusaur (Nintendo Player's Guide)	9.70	9.00	8.50
#14: Mewtwo (movie videotape)	6.80	5.00	5.00
#15: Cool Porygon (N64)	F	11.50	7.30
#16: Computer Error (PK League)	4.90	4.80	3.40
#17: Dark Persian	F	7.30	6.00
#18: Team Rocket's Meowth	5.40	5.00	3.50
#19: Sabrina's Abra	5.40	5.00	3.50
#20: Psyduck	5.40	5.00	3.50
#21: Moltres (Pokémon Movie 2000)	5.80	5.00	4.30
#22: Articuno (Pokémon Movie 2000)	5.80	5.00	4.30
#23: Zapdos (Pokémon Movie 2000)	5.80	5.00	4.30
#24: Birthday Pikachu	11.75	11.50	8.20
#25: Flying Pikachu (German)	7.00	6.30	5.70
#26: Pikachu (Spanish Snap)	7.00	6.30	5.70
#27: Pikachu (Italian Small Jumbo)	5.50	5.40	5.20



Basic 103 Cards

Base Set	170.00	166.75	163.25
Booster Box	171.50	164.25	157.25
Booster Pack	5.90	5.10	4.90
Starter	13.25	12.50	11.75

CARD NAME	TYPERR	UPPER	MEDIAN	LOWER
1 Bulbasaur	G	C 0.25	0.25	0.10
2 Ivysaur	G	U 1.00	0.90	0.50
3 Venusaur	G	H 10.00	6.80	5.80
4 Charmeleon	FR	C 0.25	0.25	0.10
5 Charizard	FR	U 1.00	0.90	0.50
6 Charizard	FR	H 16.25	13.75	12.00
7 Squirtle	W	C 0.25	0.25	0.10
8 Wartortle	W	U 1.00	0.90	0.50
9 Blastoise	W	H 11.25	10.00	8.80
10 Caterpie	G	C 0.25	0.25	0.10
11 Metapod	G	C 0.25	0.25	0.10
12 Weedle	G	C 0.25	0.25	0.10
13 Kakuna	G	U 1.00	0.90	0.50
14 Beedrill	G	R 3.00	2.50	2.00
15 Pidgey	C	C 0.25	0.25	0.10
16 Pidgeotto	C	R 3.00	2.50	2.00
17 Rattata	C	C 0.25	0.25	0.10
20 Raticate	C	U 1.00	0.90	0.50
25 Pikachu	L	C 0.25	0.25	0.10
26 Raichu	L	H 8.00	6.20	5.80
27 Sandshrew	F	C 0.25	0.25	0.10
32 Nidoran (M)	G	C 0.25	0.25	0.10
33 Nidorino	G	U 1.00	0.90	0.50
34 Nidoking	G	H 6.30	6.00	5.50
35 Clefairy	C	H 6.50	6.00	5.50
37 Vulpix	FR	C 0.25	0.25	0.10
38 Ninetales	FR	H 6.00	5.60	5.00
50 Diglett	F	C 0.25	0.25	0.10
51 Dugtrio	F	R 3.00	2.50	2.00
58 Growlithe	FR	U 1.00	0.90	0.50
59 Arcanine	FR	U 1.00	0.90	0.50
60 Poliwag	W	C 0.25	0.25	0.10
61 Poliwhirl	W	U 1.00	0.90	0.50
62 Poliwath	W	H 6.30	6.00	5.50
63 Abra	P	C 0.25	0.25	0.10
64 Kadabra	P	U 1.00	0.90	0.50
65 Alakazam	P	H 8.00	6.00	5.90
66 Machop	F	C 0.25	0.25	0.10
67 Machope	F	U 1.00	0.90	0.50
68 Machop	F	H 6.00	5.50	5.00
77 Ponyta	FR	C 0.25	0.25	0.10
81 Magikarp	C	C 0.25	0.25	0.10
82 Magikarp	L	H 5.80	5.50	5.00
83 Farfetch'd	C	U 1.00	0.90	0.50
84 Doduo	C	C 0.25	0.25	0.10
86 Seel	W	U 1.00	0.90	0.50
87 Dewgong	W	U 1.00	0.90	0.50
92 Gastly	P	C 0.25	0.25	0.10
93 Haunter	P	U 1.00	0.90	0.50
95 Onix	P	C 0.25	0.25	0.10
96 Drowzee	P	C 0.25	0.25	0.10
100 Voltorb	L	C 0.25	0.25	0.10
101 Electrode	L	R 3.00	2.50	2.00
107 Hitmonchan	F	H 6.30	6.00	5.50
109 Koffing	G	C 0.25	0.25	0.10
113 Chansey	C	H 6.30	6.00	5.50
114 Tangela	G	C 0.25	0.25	0.10
120 Staryu	W	C 0.25	0.25	0.10
121 Starmie	W	C 0.25	0.25	0.10
124 Jynx	P	U 1.00	0.90	0.50
125 Electabuzz	L	R 3.00	2.50	2.00
126 Magmar	FR	U 1.00	0.90	0.50
129 Magikarp	W	U 1.00	0.90	0.50
130 Gyarados	W	H 6.30	6.00	5.50
137 Porygon	C	U 1.00	0.90	0.50
145 Zapdos	L	H 9.50	6.00	5.70
147 Dratini	C	U 1.00	0.90	0.50
148 Dragonair	C	R 3.00	2.50	2.00
150 Mewtwo	P	H 8.00	6.10	5.80
Bill	T	C 0.25	0.15	0.10
Clefairy Doll	T	R 2.30	2.00	1.10
Computer Search	T	R 2.30	2.00	1.10
Defender	T	U 1.00	0.90	0.50
Devolution Spray	T	R 2.30	2.00	1.10

94 Gengar	P	H	7.20	6.00	5.70
97 Hypno	P	H	6.00	5.00	5.00
98 Krabby	W	C	0.25	0.25	0.10
99 Kingler	W	U	1.00	0.90	0.50
106 Hitmonlee	F	H	7.20	6.00	5.70
110 Weezing	G	U	1.00	0.90	0.50
116 Horsea	W	C	0.25	0.25	0.10
117 Seadra	W	U	1.00	0.90	0.50
126 Magmar	FR	U	1.00	0.90	0.50
131 Lapras	W	H	6.00	5.60	5.00
132 Ditto	C	H	6.40	6.00	5.70
138 Omanyte	W	C	0.25	0.25	0.10
139 Omastar	W	U	1.00	0.90	0.50
140 Kabuto	F	C	0.25	0.25	0.10
141 Kabutops	F	H	6.70	6.00	5.70
142 Aerodactyl	F	H	7.20	6.00	6.00
144 Articuno	W	H	6.10	5.00	5.00
145 Zapdos	L	H	7.20	6.00	5.00
146 Moltres	FR	H	6.40	5.00	5.00
149 Dragonite	C	H	6.20	5.00	5.00
151 Mew/Myuu	P	H	12.25	6.00	5.70
Energy Search (6 juggled balls)	T	C	0.25	0.25	0.10
Fossil of Something	T	C	0.25	0.25	0.10
Gambler (dice)	T	C	0.25	0.25	0.10
Old Man Fuji (bald old man)	T	U	1.00	0.50	0.50
Recycle (Jigglypuff suspended)	T	C	0.25	0.25	0.10
Total			129.25	107.10	94.80

Team Rocket 65 Cards

Team Rocket Set	197.50	196.25	192.50
Booster Box	324.50	316.25	308.25
Booster Pack	6.30	5.10	4.40

CARD NAME	TYPERAR	UPPER	MEDIAN	LOWER
4 Charmander	FR	C	0.25	0.25
5 Dark Charmeleon	FR	U	1.00	0.50
6 Dark Charizard	FR	H	14.50	13.00
7 Squirtle	W	C	0.25	0.25
8 Dark Wartortle	W	U	1.00	0.50
9 Dark Blastoise	W	H	10.00	9.50
19 Rattata	C	C	0.25	0.25
20 Dark Raticate	C	C	0.25	0.25
23 Ekans	G	C	0.25	0.25
24 Dark Arbok	G	H	5.80	5.00
41 Zubat	G	C	0.25	0.25
42 Dark Golbat	G	H	6.00	5.00
43 Oddish	G	C	0.25	0.25
44 Dark Gloom	G	U	1.00	0.50
45 Dark Vileplume	G	H	7.00	5.70
50 Diglett	F	C	0.25	0.25
51 Dark Dugtrio	F	H	6.20	5.00
52 Meowth	C	C	0.25	0.25
53 Dark Persian	C	C	0.25	0.25
54 Psyduck	W	C	0.25	0.25
55 Dark Golduck	W	U	1.00	0.50
56 Mankey	F	C	0.25	0.25
57 Dark Primeape	F	U	1.00	0.50
63 Abra	P	C	0.25	0.25
64 Dark Kadabra	P	U	1.00	0.50
65 Dark Alakazam	P	H	7.70	6.00
66 Machop	F	C	0.25	0.25
67 Dark Machoke	F	U	1.00	0.50
68 Dark Machop	F	H	7.70	5.60
77 Ponyta	FR	C	0.25	0.25
78 Dark Rapidash	FR	C	0.25	0.25
79 Slowpoke	P	C	0.25	0.25
80 Dark Slowbro	P	H	6.20	5.00
81 Magmetite	L	C	0.25	0.25
82 Dark Magneon	L	H	6.20	5.00
88 Grimer	G	C	0.25	0.25
89 Dark Muk	G	U	1.00	0.50
96 Drowzee	P	C	0.25	0.25
97 Dark Hypno	P	H	7.30	5.10
100 Voltorb	L	C	0.25	0.25
101 Dark Electrode	L	U	1.00	0.50
109 Koffing	G	C	0.25	0.25
110 Dark Weezing	G	H	6.20	5.00
129 Magikarp	W	C	0.25	0.25
130 Dark Gyarados	W	H	7.70	5.70
133 Eevee	C	C	0.25	0.25
134 Dark Vaporeon	W	U	1.00	0.50
135 Dark Jolteon	L	U	1.00	0.50
136 Dark Flareon	FR	U	1.00	0.50
137 Porygon	C	C	0.25	0.25
147 Dratini	C	C	0.25	0.25
148 Dark Dragonair	C	U	1.00	0.50
149 Dark Dragonite	C	H	8.00	7.00
Boss's Way	T	U	0.60	0.50
Challenge!	T	C	0.60	0.50
Digger	T	C	0.25	0.25
Full Heal Energy	E	C	0.25	0.25
Goop Gas Attack	T	C	0.25	0.25
Here Comes Team Rocket!	T	URH	15.00	15.00
Imposter Oak's Revenge	T	U	0.60	0.50
Nightly Garbage Run	T	C	0.25	0.25
Potion Energy	E	C	0.25	0.25
Rainbow Energy	E	H	8.10	6.10
Rocket's Sneak Attack	T	H	8.20	7.90
Sleep!	T	C	0.25	0.25
Total			160.60	132.60

Gym Leaders 94 Cards

Brock's Deck	22.00	22.00	22.00
Misty's Deck	25.00	25.00	24.75
Lt. Surge's Deck	25.00	25.00	24.75
Erica's Deck	22.00	22.00	22.00
Sabrina's Deck	22.00	22.00	22.00
Blaine's Deck	25.50	25.00	25.00
Complete Booster Set	192.50	190.25	187.75
Booster Box	330.75	328.25	327.00
Booster Pack	5.90	5.10	5.00

CARD NAME	TYPERAR	UPPER	MEDIAN	LOWER	
1 Erica's Bulbasaur	G	U	1.00	0.90	0.50
19 Lt. Surge's Rattata	C	C	0.25	0.25	0.10
20 Lt. Surge's Raticate	C	U	1.00	0.90	0.50
21 Lt. Surge's Spearow	C	C	0.25	0.25	0.10
22 Lt. Surge's Fearow	C	H	5.70	5.00	4.70
25 Lt. Surge's Pikachu	L	C	0.25	0.25	0.10
27 Brock's Sandshrew	F	C	0.25	0.25	0.10
28 Brock's Sandslash	F	U	1.00	0.90	0.50
35 Erica's Clefairy	C	U	1.00	0.90	0.50
36 Erica's Clefable	C	H	5.80	5.60	4.80
37 Brock's Vulpix	FR	C	0.25	0.25	0.10
37 Brock's Vulpix	FR	U	1.00	0.90	0.50
38 Brock's Ninetales	FR	H	5.20	5.00	5.00
39 Erica's Jigglypuff	C	C	0.25	0.25	0.10
41 Brock's Zubat	G	C	0.25	0.25	0.10
42 Brock's Golbat	G	U	1.00	0.90	0.50
43 Erica's Oddish	G	C	0.25	0.25	0.10
43 Erica's Oddish	G	C	0.25	0.25	0.10
44 Erica's Gloom	G	U	1.00	0.90	0.50
45 Erica's Vileplume	G	H	5.70	5.00	4.70
46 Erica's Paras	G	C	0.25	0.25	0.10
50 Brock's Diglett	F	C	0.25	0.25	0.10
54 Misty's Psyduck	W	C	0.25	0.25	0.10
55 Misty's Golduck	W	H	5.70	5.00	4.70
56 Brock's Mankey	F	C	0.25	0.25	0.10
57 Brock's Primeape	F	U	1.00	0.90	0.50
60 Misty's Poliwhirl	W	C	0.25	0.25	0.10
61 Misty's Poliwhirl	W	U	1.00	0.90	0.50
69 Erica's Bellsprout	G	U	1.00	0.90	0.50
69 Erica's Bellsprout	G	C	0.25	0.25	0.10
70 Erica's Weepinbell	G	U	1.00	0.90	0.50
71 Erica's Victreebel	G	R	5.70	5.00	3.80
72 Misty's Tentacool	W	U	1.00	0.90	0.50
73 Misty's Tentacool	W	H	5.80	4.70	3.80
74 Brock's Geodude	F	C	0.25	0.25	0.10
74 Brock's Geodude	F	C	0.25	0.25	0.10
75 Brock's Graveler	F	U	1.00	0.90	0.50
81 Lt. Surge's Magmetite	L	U	1.00	0.90	0.50
81 Lt. Surge's Magmetite	L	C	0.25	0.25	0.10
82 Lt. Surge's Magmetite	L	H	5.20	5.00	4.70
86 Misty's Seel	W	C	0.25	0.25	0.10
87 Misty's Dewong	W	U	1.00	0.90	0.50
95 Brock's Onix	F	C	0.25	0.25	0.10
100 Lt. Surge's Voltorb	L	C	0.25	0.25	0.10
102 Erica's Exeggute	G	U	1.00	0.90	0.50
103 Erica's Exeggutor	G	U	1.00	0.90	0.50
107 Team Rocket's Hitmonchan	F	H	5.20	5.00	5.00
108 Brock's Lickitung	C	U	1.00	0.90	0.50
111 Brock's Rhyhorn	F	C	0.25	0.25	0.10
112 Brock's Rhydon	F	H	5.90	5.00	4.70
114 Erica's Tangela	G	C	0.25	0.25	0.10
116 Misty's Horsea	W	C	0.25	0.25	0.10
116 Misty's Horsea	W	C	0.25	0.25	0.10
117 Misty's Seadra	W	H	5.20	5.00	4.70
118 Misty's Goldeen	W	C	0.25	0.25	0.10
120 Misty's Staryu	W	C	0.25	0.25	0.10
123 Team Rocket's Snyther	G	H	5.80	5.00	5.00
125 Lt. Surge's Electabuzz	L	H	6.30	5.00	4.70
129 Misty's Magikarp	W	C	0.25	0.25	0.10
130 Misty's Gyarados	W	H	6.00	5.00	4.70
133 Lt. Surge's Eevee	C	U	1.00	0.90	0.50
135 Lt. Surge's Jolteon	L	R	5.20	5.00	4.50
146 Team Rocket's Moltres	FR	H	6.40	5.00	5.00
147 Erica's Dratini	C	U	1.00	0.90	0.50
148 Erica's Dragonair	C	H	6.30	5.00	4.70
Brock	T	R	5.00	3.90	2.80
Brock's Training Method	T	U	1.00	0.50	0.50
Brock's Protection	T	R	5.00	3.00	2.60
Celadon City Gym	T	U	0.25	0.25	0.10
Cerulean City Gym	T	U	1.00	0.50	0.50
Charity	T	R	5.00	2.50	2.00
Derangement Gym (Stadium)	T	R	5.00	4.20	2.80
Energy Flow	T	C	1.00	0.50	0.50
Erica	T	R	5.00	3.00	2.40
Erica's Kindness	T	R	5.00	2.50	2.00
Erica's Maids	T	U	1.00	0.50	0.50
Erica's Perfume	T	U	1.00	0.50	0.50
Good Manners	T	U	1.00	0.50	0.50
Vermilion City Gym	T	U	1.00	0.50	0.50
Lt. Surge	T	R	5.00	3.90	2.80
Lt. Surge's Secret Operation	T	R	5.00	3.00	2.60
Lt. Surge's Treaty	T	U	1.00	0.50	0.50
Misty	T	R	5.20	3.90	2.80
Misty's Duel	T	C	1.00	0.50	0.50
Misty's Selfishness	T	R	5.00	3.00	2.40
Misty's Tear	T	C	0.25	0.25	0.10
Misty's Wrath	T	U	0.25	0.25	0.10
Narrow Gym	T	C	0.25	0.25	0.10
No Removal Gym	T	R	5.00	2.50	2.00
Pewter City Gym	T	U	1.00	0.50	0.50
Recall	T	U	1.00	0.70	0.50
Rocket's Training Gym	T	R	5.00	2.50	2.00
Secret Mission	T	U	1.00	0.70	0.50
The Rocket's Trap	T	H	6.30	5.00	5.00
Total			203.60	160.60	132.60

Gym 2 98 Cards

Challenge Set	192.50	190.00	180.00
Booster Box	341.25	332.50	316.25
Booster Pack	7.60	7.10	6.60

CARD NAME	TYPERAR	UPPER	MEDIAN	LOWER
2 Erika's Ivysaur	G	U	1.00	1.00
3 Erika's Venusaur	G	H	8.00	8.00
4 Blaine's Charmander	FR	C	0.25	0.25
5 Blaine's Charmeleon	FR	U	1.00	1.00
6 Blaine's Charizard	FR	H	9.80	8.00
13 Koga's Weedle	G	C	0.25	0.25
14 Koga's Kakuna	G	U	1.00	1.00
15 Koga's Beedrill	G	H	7.10	5.40
16 Koga's Pidgey	C	U	1.00	1.00
16 Koga's Pidgey	C	C	0.25	0.25
17 Koga's Pidgeotto	C	R	3.20	3.00
23 Koga's Ekans	G	C	0.25	0.25
24 Koga's Arbok	G	R	3.20	3.00
26 Lt. Surge's Raichu	L	H	8.30	7.50
29 Giovanni's Nidoran (F)	G	C	0.25	0.25
30 Giovanni's Nidorina	G	U	1.00	1.00
31 Giovanni's Nidoqueen	G	R	3.20	3.00
32 Giovanni's Nidoran (M)	G	C	0.25	0.25
33 Giovanni's Nidorino	G	U	1.00	1.00
34 Giovanni's Nidoking	G	H	7.10	5.40
37 Blaine's Vulpix	FR	C	0.25	0.25
38 Blaine's Ninetales	FR	R	3.00	3.00
41 Koga's Zubat	G	C	0.25	0.25
42 Koga's Golbat	G	U	1.00	1.00
48 Sabrina's Venonat	G	C	0.25	0.25
49 Sabrina's Venomoth	G	R	3.00	3.00
51 Brock's Dugtrio	F	R	3.20	3.00
52 Giovanni's Meowth	C	U	1.00	1.00
52 Giovanni's Meowth	C	C	0.25	0.25
53 Giovanni's Persian	G	H	7.60	5.40
54 Sabrina's Psyduck	W	C	0.25	0.25
55 Sabrina's Golduck	W	R	3.20	3.00
56 Blaine's Mankey	F	C	0.25	0.25
58 Blaine's Growlithe	FR	C	0.25	0.25
59 Blaine's Arcanine	FR	H	10.50	8.30
62 Misty's Poliwhirl	W	R	3.20	3.00
63 Sabrina's Abra	P	C	0.25	0.25
64 Sabrina's Kadabra	P	U	1.00	1.00
65 Sabrina's Alakazam	H	R	8.30	5.40
66 Giovanni's Machop	F	C	0.25	0.25
67 Giovanni's Machoke	F	U	1.00	1.00
68 Giovanni's Machop	H	F	7.30	5.40
77 Blaine's Ponyta	FR	C	0.25	0.25
78 Blaine's Rapidash	FR	U	1.00	1.00
79 Sabrina's Slowpoke	P	C	0.25	0.25
80 Sabrina's Slowbro	P	U	1.00	1.00
84 Imakuni's Doduo	C	SR	13.00	11.50
84 Blaine's Doduo	C	C	0.25	0.25
88 Koga's Grimer	G	C	0.25	0.25
89 Koga's Muk	R	C	3.30	3.00
92 Sabrina's Gastly	P	U	1.00	1.00
93 Sabrina's Haunter	P	U	1.00	1.00
94 Sabrina's Gengar	P	H	7.90	7.60
96 Sabrina's Drowzee	P	C	0.25	0.25
97 Sabrina's Hypno	P	U	1.00	1.00
109 Koga's Koffing	G	C	0.25	0.25
109 Koga's Koffing	G	U	1.00	1.00
110 Koga's Weezing	G	U	1.00	1.00
111 Blaine's Rhyhorn	F	C	0.25	0.25
113 [Your name]'s Chansey	C	SU	14.75	12.00
114 Koga's Tangela	G	C	0.35	0.25
115 Blaine's Kangaskhan	C	U	1.00	1.00
122 Sabrina's Mr. Mime	P	C	0.35	0.25
124 Sabrina's Jynx	P	U	1.00	1.00
126 Blaine's Magmar	FR	U	1.00	1.00
127 Giovanni's Pinsir	G	R	3.00	3.00
128 Blaine's Tauros	C	C	0.25	0.25
129 Giovanni's Magikarp	W	C	0.35	0.25
130 Giovanni's Gyarados	W	H	7.80	7.60
132 Koga's Ditto	C	H	8.50	7.30
137 Sabrina's Ponygon	C	C	0.40	0.25
143 Team Rocket's Snorlax	C	R	3.00	3.00
145 Team Rocket's Zapdos	L	H	9.30	8.00
146 Blaine's Moltres	FR	H	8.50	8.00
150 Team Rocket's Mewtwo	P	H	8.00	6.40
Blaine	T	R	3.70	3.00
Blaine's Gamble	T	C	0.25	0.25
Blaine's Last Resort	T	U	1.00	0.70
Blaine's Quiz #3	T	U	1.00	0.50
Trash Exchange	T	C	0.25	0.25
Giovanni	T	H	6.90	5.00
Giovanni's Trump Card	T	R	3.00	3.00
Gurentown Gym	S	U	1.00	0.60
Invisible Wall	T	C	0.25	0.25
Koga	T	R	3.50	3.00
Koga's Secret Transformation Act	T	U	1.00	0.70
Minion of Team Rocket	T	U	1.00	0.70
Sabrina	T	R	3.70	3.00
Sabrina's ESP	T	U	1.00	0.50
Sabrina's Eye	T	C	0.25	0.25
Sabrina's Psychic Control	T	U	1.00	0.70
Seikichiku City Gym	S	U	1.00	0.70
Team Rocket Experiment	T	U	1.00	0.70
Team Rocket's Explosive Gym	S	U	1.00	0.70
Tickling Machine	T	U	1.00	0.70
Tokiwa City Gym	S	R	3.00	3.00
Warp Point	T	C	0.25	0.25
Yanabuki City Gym	S	U	1.00	0.70
Total			250.50	216.50



Neo 2 55 Cards

Neo 2 Set	161.25	160.75	160.50
Booster Box	332.50	320.00	320.00
Booster Pack	6.90	5.70	5.40

CARD NAME	TYPE	R	U	M	A	L	W	LOW
10 Caterpie	G	C	0.25	0.25	0.10			
11 Metapod	G	U	1.00	0.90	0.50			
12 Butterfree	G	H	7.70	6.30	5.80			
13 Weedle	G	C	0.25	0.25	0.10			
14 Kakuna	G	U	1.00	0.90	0.50			
15 Beedrill	G	H	7.70	6.30	5.80			
26 Raichu	L	H	8.30	7.70	6.00			
60 Poliwhirl	W	C	0.25	0.25	0.10			
61 Poliwhirl	W	U	1.00	0.90	0.50			
62 Poliwhirl	F	H	7.70	6.90	6.00			
81 Magikarp	S	H	7.70	6.70	5.80			
123 Scyther	G	U	1.00	0.90	0.50			
133 Eevee	C	U	1.00	0.90	0.50			
138 Omastar	F	C	0.25	0.25	0.10			
139 Omastar	F	U	1.00	0.90	0.50			
140 Kabuto	W	C	0.25	0.25	0.10			
141 Kabutops	W	H	7.70	6.70	6.00			
161 Sentret	C	C	0.25	0.25	0.10			
167 Spinarak	C	C	0.25	0.25	0.10			
174 Igglybuff	P	C	0.25	0.25	0.10			
177 Xatu	P	U	1.00	0.90	0.50			
178 Xatu	P	U	1.00	0.90	0.50			
179 Mareep	L	C	0.25	0.25	0.10			
186 Politoed	W	H	7.70	6.90	6.00			
187 Hoppip	G	C	0.25	0.25	0.10			
193 Dunsparce	G	H	8.00	7.50	6.80			
194 Ampharos	W	C	0.25	0.25	0.10			
196 Espeon	P	H	8.40	7.90	7.40			
197 Umbreon	D	H	8.90	8.00	7.60			
201 Unown D	P	U	1.00	0.90	0.50			
201 Unown F	P	U	1.00	0.90	0.50			
201 Unown M	P	U	1.00	0.90	0.50			
201 Unown U	P	U	1.00	0.90	0.50			
201 Unown A	P	H	8.10	7.90	6.00			
202 Sonansu	P	H	8.30	7.90	6.00			
204 Skarmory	G	C	0.25	0.25	0.10			
205 Forrester	S	H	7.70	6.80	6.00			
206 Duglari	C	C	0.25	0.25	0.10			
212 Scizor	S	H	9.00	7.90	6.80			
216 Himeguma	C	C	0.25	0.25	0.10			
217 Ursaring	C	H	8.00	7.30	6.00			
222 Corsola	W	U	1.00	0.90	0.50			
228 Houndour	D	U	1.00	0.90	0.50			
228 Houndour	FR	H	8.70	7.90	6.00			
229 Houndoom	D	H	9.10	7.90	6.80			
235 Ebeagle	C	H	8.10	7.90	6.00			
236 Banuki	F	C	0.25	0.25	0.10			
237 Hitmontop	F	H	8.10	6.90	6.00			
246 Tarvitar	F	C	0.25	0.25	0.10			
247 Pupitar	F	U	1.00	0.90	0.50			
248 Tyranitar	D	H	11.50	7.90	7.00			
Egg Fossil	T	U	1.00	0.50	0.50			
Energy Ark	T	C	0.25	0.25	0.10			
Hyper Devolution Spray	T	U	1.00	0.50	0.50			
Stone Board Remains (2 vers.)	T	U	1.00	0.50	0.50			
Total			188.65	166.45	136.90			

Neo 3 55 Cards

Neo 3 Set	308.75	299.25	289.50
Booster Box	268.75	267.50	266.25
Booster Pack	7.60	7.10	6.60

CARD NAME	TYPE	R	U	M	A	L	W	LOW
26 Raichu	L	U	1.00	1.00	0.80			
41 Zubat	G	C	0.30	0.25	0.10			
42 Golbat	G	U	1.00	1.00	0.80			

46 Paras	G	C	0.30	0.25	0.10
47 Parasect	G	U	1.00	1.00	0.80
74 Geodude	F	C	0.30	0.25	0.10
75 Graveler	F	U	1.00	1.00	0.80
82 Magnetron	M	H	8.30	7.80	6.80
83 Farfetch'd	C	C	0.30	0.25	0.10
118 Goldeen	W	C	0.30	0.25	0.10
119 Seaking	W	U	1.00	1.00	0.80
120 Staryu	W	C	0.30	0.25	0.10
121 Starmie	P	H	8.10	7.70	6.00
124 Jynx	W	U	1.00	1.00	0.80
129 Shining Magikarp	W	UR20.50	18.75	17.00	
130 Shining Gyarados	W	UR21.50	18.75	17.00	
142 Aerodactyl	F	H	8.30	7.90	7.20
169 Crobat	G	H	8.30	7.90	7.20
170 Chinchou	L	C	0.30	0.25	0.10
171 Lanturn	L	U	1.00	1.00	0.80
180 Flaaffy	L	U	1.00	1.00	0.80
181 Ampharos	L	H	8.50	7.70	6.00
188 Skiploom	G	C	0.30	0.25	0.10
189 Jumpluff	G	H	8.00	7.70	6.00
190 Alipom	C	C	0.30	0.25	0.10
198 Murkrow	D	C	0.30	0.25	0.10
200 Misdreavus	P	H	8.90	7.90	7.00
201 Unown B	P	U	1.00	1.00	0.80
201 Unown K	P	C	0.30	0.25	0.10
209 Snubbull	M	C	0.30	0.25	0.10
211 Quilfish	W	C	0.30	0.25	0.10
213 Shuckle	F	U	1.00	1.00	0.80
218 Slugma	FR	C	0.30	0.25	0.10
219 Magcargo	FR	U	1.00	1.00	0.80
220 Swinub	F	C	0.30	0.25	0.10
221 Piloswine	F	U	1.00	1.00	0.80
223 Remoraid	W	C	0.30	0.25	0.10
224 Octillery	W	U	1.00	1.00	0.80
225 Delibird	M	H	8.70	7.90	7.00
229 Houndoom	D	H	9.90	8.00	7.90
233 Porygon 2	C	H	8.20	7.90	7.20
234 Stantler	C	U	1.00	1.00	0.80
238 Smoochum	P	C	0.30	0.25	0.10
242 Blissey	C	H	9.60	7.80	7.00
243 Raikou	L	H	9.90	8.00	7.90
244 Entei	FR	H	10.50	8.00	7.90
245 Suicune	W	H	9.30	8.00	7.90
250 Ho-oh	FR	H	13.75	12.00	8.00
251 Celebi	P	H	9.20	8.00	7.90
Fruit of the Balloon	T	U	1.00	1.00	0.90
Healing Green Field	T	U	1.00	1.00	0.90
Pokémon Business Couple	T	U	1.00	1.00	0.80
Rocket Hideout	T	U	1.00	1.00	0.80
Worm Out Fishing Pole	T	C	0.30	0.25	0.10
Total			212.85	190.20	165.30

Neo 4 111 Cards

Neo 4 Set	261.75	239.50	217.25
Booster Box	298.25	246.25	194.50
Booster Pack	8.00	8.00	7.90

CARD NAME	TYPE	R	U	M	A	L	W	LOW
6 Shining Charizard	FR	UR27.50	21.00	19.00				
26 Shining Raichu	L	UR28.25	18.00	16.00				
37 Vulpix	FR	C	0.30	0.25	0.10			
38 Light Growlithe	FR	U	1.00	1.00	0.80			
39 Jigglypuff	C	C	0.30	0.25	0.10			
40 Light Wigglytuff	C	C	1.00	1.00	0.80			
40 Dark Wigglytuff	C	C	1.00	1.00	0.80			
48 Venonat	G	C	0.30	0.25	0.10			
49 Light Venomoth	G	U	1.00	1.00	0.80			
54 Psyduck	W	C	0.30	0.25	0.10			
55 Light Golduck	W	U	1.00	1.00	0.80			
58 Growlithe	FR	C	0.30	0.25	0.10			
59 Light Arcanine	FR	H	9.10	7.90	6.80			
66 Machop	F	C	0.30	0.25	0.10			
67 Light Machoke	F	U	1.00	1.00	0.80			
68 Light Machamp	F	R	4.10	3.00	3.00			
80 Light Slowbro	P	U	1.00	1.00	0.80			
86 Seel	W	C	0.30	0.25	0.10			
87 Light Dewgong	W	U	1.00	1.00	0.80			
92 Gastly	P	C	0.30	0.25	0.10			
93 Dark Haunter	P	P	1.00	1.00	0.80			
94 Dark Gengar	P	H	8.30	7.70	6.50			
102 Exeggutor	P	C	0.30	0.25	0.10			
103 Dark Exeggutor	P	U	1.00	1.00	0.80			
106 Hitmonlee	F	U	1.00	1.00	0.80			
107 Hitmonchan	F	C	0.30	0.25	0.10			
113 Chansey	C	U	1.00	1.00	0.80			
123 Scyther	G	U	1.00	1.00	0.80			
134 Light Vaporeon	W	U	1.00	1.00	0.80			
135 Light Jolteon	L	U	1.00	1.00	0.80			
136 Light Flareon	FR	U	1.00	1.00	0.80			
137 Porygon	C	C	0.30	0.25	0.10			
138 Dark Omastar	W	U	1.00	1.00	0.80			
139 Dark Omastar	W	R	4.10	3.00	3.00			
141 Shining Kabutops	F	UR21.75	18.00	16.00				
147 Dratini	C	C	0.30	0.25	0.10			
148 Light Dragonair	C	R	4.10	3.00	3.00			
149 Light Dragonite	C	H	9.10	7.90	6.80			
150 Shining Mewtwo	P	UR19.25	18.00	18.00				
151 Shining Mew	P	PR19.00	18.00	16.50				
155 Cyndaquil	FR	C	0.30	0.25	0.10			
156 Dark Quilava	FR	U	1.00	1.00	0.80			

157 Dark Typhlosion	FR	H	11.00	7.90	6.80
158 Totodile	W	C	0.30	0.25	0.10
159 Dark Croconaw	W	U	1.00	1.00	0.80
160 Dark Feraligatr	W	H	11.00	7.90	6.80
164 Shining Noctowl	C	UR20.75	18.00	16.00	
165 Ledyba	G	C	0.30	0.25	0.10
166 Light Ledian	G	R	4.10	3.00	3.00
168 Dark Ariados	G	R	4.10	3.00	3.00
169 Dark Crobat	G	H	8.30	7.70	6.80
171 Light Lanturn	L	R	4.10	3.00	3.00
175 Togepi	C	C	0.40	0.25	0.10
176 Light Togetic	C	H	10.25	7.90	7.00
179 Mareep	L	C	0.30	0.25	0.10
180 Dark Flaaffy	L	U	1.00	1.00	0.80
181 Dark Centertory	L	H	9.60	7.90	6.80
184 Light Azumarill	W	H	10.25	7.90	7.00
191 Sunken	G	C	0.30	0.25	0.10
192 Light Sunflora	G	C	0.30	0.25	0.10
196 Dark Espeon	P	H	10.00	7.90	7.00
201 Unown C	P	U	1.00	1.00	0.80
201 Unown G	P	R	4.10	3.30	3.00
201 Unown H	P	R	4.10	3.30	3.00
201 Unown L	P	C	0.30	0.25	0.10
201 Unown P	P	U	1.00	1.00	0.80
201 Unown Q	P	U	1.00	1.00	0.80
201 Unown S	P	C	0.30	0.25	0.10
201 Unown T	P	C	0.30	0.25	0.10
201 Unown V	P	C	0.30	0.25	0.10
201 Unown W	P	R	4.10	3.30	3.00
201 Unown X	P	R	4.10	3.30	3.00
201 Unown Z	P	U	1.00	1.00	0.80
203 Girafang	C	C	0.30	0.25	0.10
204 Skarmory	G	C	0.30	0.25	0.10
205 Dark Forrestrress	G	U	1.00	1.00	0.80
207 Gligar	F	C	0.30	0.25	0.10
208 Shining Steelix	M	UR23.75	18.00	16.00	
212 Dark Scizor	C	H	9.60	7.90	7.00
214 Heracross	G	U	1.00	1.00	0.80
217 Dark Ursaring	C	R	4.10	3.30	3.00
218 Slugma	FR	C	0.30	0.25	0.10
220 Swinub	W	C	0.30	0.25	0.10
223 Remoraid	W	C	0.30	0.25	0.10
224 Dark Octillery	W	U	1.00	1.00	0.80
226 Mantine	W	C	0.30	0.25	0.10
228 Houndour	D	C	0.40	0.25	0.10
229 Dark Houndoom	FR	H	10.50	7.90	6.80
231 Phanpy	F	C	0.30	0.25	0.10
232 Dark Donphan	F	H	8.50	7.70	6.80
233 Dark Ponyon 2	C	H	8.30	7.70	6.80
246 Tarvitar	F	C	0.30	0.25	0.10
247 Dark Pupitar	F	U	1.00	1.00	0.80
248 Dark Tyrantitar	F	H	9.80	7.70	7.00
248 Shining Tyrantitar	D	UR24.50	20.50	16.50	
251 Shining Selebi	G	UR23.50	19.50	17.25	17.25
Bill's Email	T	T	0.30	0.15	0.10
Counterattack Claw	T	U	1.00	0.90	0.50
Energy Amplifier	T	U	1.00	0.90	0.50
Energy Stadium	S	U	1.00	0.90	0.50
General Healing Powder	T	C	0.30	0.15	0.10
Imposter Oak's Invention	T	R	3.70	3.00	3.00
Lucky Stadium	S	U	1.00	0.90	0.50
Miracle Energy	E	H	7.70	7.20	7.00
Mysterious Electric Wave Machine	T	R	3.90	3.20	3.00
Pokémon Character Judge	T	U	1.00	0.90	0.50
Radio Tower	S	R	4.10	3.00	3.00
Rocket's Secret Action	T	U	1.00	0.90	0.50
Rock Stadium	S	R	4.10	3.30	3.00
Scope	T	U	1.00	0.90	0.50
Study Helmet	T	R	4.10	3.30	3.00
Total			470.25	386.85	338.30



REBELLION (160 Figures)

	UPPER	MEDIAN	LOWER
Mage Knight Set	763.75	724.25	684.50
Mage Knight Ltd. Preview Set	820.00	800.00	780.00
Mage Knight Starter Pack	18.00	18.00	18.00
Mage Knight Booster Pack	7.20	7.00	7.00

LIMITED PREVIEW FIGURES

FIGURE NAME	RAR	UPPER	MEDIAN	LOWER
Alessi Ost (175)	UR	60.00	40.00	40.00
Anunub (164)	UR	60.00	60.00	40.00
Byrrh (167)	UR	57.75	40.00	40.00
Digger Khep (171)	UR	59.75	40.00	35.00
Djakaumkar (162)	UR	50.50	40.00	35.00
Fickett Townley (173)	UR	57.75	45.00	40.00
Goltusep (169)	UR	60.00	45.00	40.00
Kerraii (170)	UR	55.75	40.00	40.00
Khujeet (161)	UR	60.00	40.00	40.00
Nessa Nettel (165)	UR	60.00	50.00	40.00
Oakes (168)	UR	60.00	45.00	40.00
Ramkare (163)	UR	60.00	45.00	40.00
Ravashri (172)	UR	60.00	45.00	40.00
Rown (166)	UR	60.00	45.00	40.00
Snow (174)	UR	60.00	45.00	40.00
Torengor (176)	UR	60.00	45.00	40.00

FIGURE NAME RANKRAR UPPER MEDIAN LOWER

Altam Guardsman (58)	W	2	1.50	1.10	1.00
Altam Guardsman (59)	S	3	2.60	2.00	2.00
Altam Guardsman (60)	T	4	3.50	3.00	3.00
Amazon Blademistress (85)	W	2	2.00	1.40	1.00
Amazon Blademistress (86)	S	3	3.00	2.30	2.00
Amazon Blademistress (87)	T	4	4.00	3.30	3.00
Amazon Queen (152)	U	6	21.25	14.50	13.50
Amotep Gunner (49)	W	2	2.00	1.40	1.00
Amotep Gunner (50)	S	3	3.00	2.30	2.00
Amotep Gunner (51)	T	4	4.10	3.80	3.00
Amotep Incinerator (52)	W	2	2.00	1.40	1.00
Amotep Incinerator (53)	S	3	3.00	2.30	2.00
Amotep Incinerator (54)	T	4	4.00	3.30	3.00
Black Powder Bomber (88)	W	2	2.00	1.40	1.00
Black Powder Bomber (89)	S	3	3.00	2.30	2.00
Black Powder Bomber (90)	T	4	4.00	3.30	3.00
Blade Golem (55)	W	2	2.00	1.40	1.00
Blade Golem (56)	S	3	3.00	2.30	2.00
Blade Golem (57)	T	4	4.00	3.30	3.00
Bone Golem (76)	W	2	2.00	1.40	1.00
Bone Golem (77)	S	3	3.00	2.60	2.00
Bone Golem (78)	T	4	4.00	3.40	3.00
Brass Golem (7)	W	1	1.00	1.00	0.70
Brass Golem (8)	S	2	2.00	1.80	1.20
Brass Golem (9)	T	3	3.00	3.00	2.00
Chaos Mage (154)	U	6	21.25	16.50	13.00
Crusher (112)	W	3	3.00	2.30	1.80
Crusher (113)	S	4	4.00	3.30	2.80
Crusher (114)	T	5	5.00	4.50	3.40
Crypt Worm (142)	W	3	3.00	2.00	1.80
Crypt Worm (143)	S	4	3.60	3.00	2.80
Crypt Worm (144)	T	5	5.00	4.50	3.50
Crystal Bladesman (19)	W	1	1.00	1.00	0.70
Crystal Bladesman (20)	S	2	2.00	1.80	1.20
Crystal Bladesman (21)	T	3	3.00	2.80	2.00
Deep Spawn (130)	W	3	3.00	2.50	1.80
Deep Spawn (131)	S	4	4.00	3.30	2.80
Deep Spawn (132)	T	5	5.00	4.50	3.40
Demi-magus (10)	W	1	1.00	1.00	0.90
Demi-magus (11)	S	2	2.00	1.80	1.20
Demi-magus (12)	T	3	3.00	2.80	2.10
Dwarven Berserker (46)	W	1	1.00	1.00	0.70
Dwarven Berserker (47)	S	2	2.00	1.80	1.20
Dwarven Berserker (48)	T	3	3.00	2.80	2.00
Dwarven Fuser (91)	W	2	1.60	1.10	1.00
Dwarven Fuser (92)	S	3	2.60	2.00	2.00
Dwarven Fuser (93)	T	4	4.00	3.30	3.00
Dwarven Jari (151)	U	6	19.75	12.00	12.00
Elemental Priest (147)	U	6	21.25	14.00	12.00
Feral Bloodsucker (34)	W	1	1.00	1.00	0.70
Feral Bloodsucker (35)	S	2	2.00	1.80	1.20
Feral Bloodsucker (36)	T	3	3.00	2.80	2.00
Grave Robber (31)	W	1	1.00	1.00	0.80
Grave Robber (32)	S	2	2.00	1.80	1.20
Grave Robber (33)	T	3	3.00	2.80	2.30
Half-troll Hacker (118)	W	3	3.00	2.30	1.80
Half-troll Hacker (119)	S	4	4.00	3.30	2.80
Half-troll Hacker (120)	T	5	5.00	4.50	3.40
Hierophant (160)	U	6	35.00	25.00	21.00
Imp (121)	W	3	2.60	2.00	1.80
Imp (122)	S	4	3.60	3.00	2.80
Imp (123)	T	5	5.00	4.50	3.40
Khamsin Freelancer (37)	W	1	1.00	1.00	0.70
Khamsin Freelancer (38)	S	2	2.00	1.80	1.20
Khamsin Freelancer (39)	T	3	3.00	2.80	2.00
Khamsin Fuser (40)	W	1	1.00	1.00	0.70
Khamsin Fuser (41)	S	2	2.00	1.80	1.20
Khamsin Fuser (42)	T	3	3.00	2.80	2.00
Ki Devil (133)	W	3	2.60	2.00	1.80
Ki Devil (134)	S	4	3.60	3.00	2.80
Ki Devil (135)	T	5	5.00	4.30	3.40
Leech Medic (43)	W	1	1.00	1.00	0.70
Leech Medic (44)	S	2	2.00	1.80	1.20
Leech Medic (45)	T	3	3.00	2.80	2.00
Liege Knight (103)	W	3	2.60	2.00	1.80
Liege Knight (104)	S	4	4.00	3.30	2.80
Liege Knight (105)	T	5	5.00	4.50	3.40

Living Elemental (70)	W	2	2.00	1.40	1.00
Living Elemental (71)	S	3	3.00	2.50	2.00
Living Elemental (72)	T	4	4.00	3.30	3.00
Magna Draconum (157)	U	6	25.00	21.00	18.00
Magus (145)	U	6	24.25	17.00	15.75
Magus Draconum (158)	U	6	25.50	22.50	17.25
Mending Priestess (16)	W	1	1.00	1.00	0.80
Mending Priestess (17)	S	2	2.00	1.80	1.20
Mending Priestess (18)	T	3	3.00	3.00	2.00
Mystic Draconum (159)	U	6	25.25	20.00	17.25
Necromancer (149)	U	6	21.25	16.75	13.00
Neophant (156)	U	6	21.25	16.75	13.50
Nightblade (28)	W	1	1.00	1.00	0.70
Nightblade (29)	S	2	2.00	1.80	1.20
Nightblade (30)	T	3	3.00	2.50	2.00
Nightstalker (79)	W	2	2.00	1.40	1.00
Nightstalker (80)	S	3	2.60	2.30	2.00
Nightstalker (81)	T	4	3.60	3.00	3.00
Noble Archer (97)	W	3	3.00	2.00	1.80
Noble Archer (98)	S	4	3.60	3.00	2.80
Noble Archer (99)	T	5	5.00	4.80	3.40
Order of Vlado (150)	U	6	23.50	18.75	14.75
Paladin Priestess (153)	U	6	21.25	14.50	12.00
Ranger (22)	W	1	1.00	1.00	0.70
Ranger (23)	S	2	2.00	1.50	1.20
Ranger (24)	T	3	3.00	2.50	2.00
Royal Pikeman (100)	W	3	2.60	2.00	1.80
Royal Pikeman (101)	S	4	4.00	3.30	2.80
Royal Pikeman (102)	T	5	5.00	4.50	3.40
Screaching Terror (82)	W	2	2.00	1.40	1.00
Screaching Terror (83)	S	3	3.00	2.30	2.00
Screaching Terror (84)	T	4	4.00	3.30	3.00
Seething Knight (73)	W	2	2.00	1.40	1.00
Seething Knight (74)	S	3	3.00	2.30	2.00
Seething Knight (75)	T	4	4.00	3.30	3.00
Shade (127)	S	3	2.60	2.00	1.80
Shade (128)	S	4	3.60	3.00	2.80
Shade (129)	T	5	5.00	4.50	3.40
Shaman (115)	S	3	2.60	2.30	1.80
Shaman (116)	S	4	4.00	3.30	3.00
Shaman (117)	T	5	5.00	4.30	3.50
Skeleton (124)	W	3	3.00	2.30	2.00
Skeleton (125)	S	4	4.00	3.30	2.90
Skeleton (126)	T	5	5.00	4.50	3.40
Slasher (109)	W	3	2.60	2.30	1.80
Slasher (110)	S	4	4.00	3.30	2.80
Slasher (111)	T	5	5.10	4.50	3.40
Steam Golem (94)	W	2	2.00	1.70	1.20
Steam Golem (95)	S	3	3.00	3.00	2.00
Steam Golem (96)	T	4	4.00	3.70	3.00
Storm Golem (146)	U	6	25.25	25.00	23.75
Temple Blademaster (106)	W	3	3.00	2.30	1.80
Temple Blademaster (107)	S	4	4.00	3.30	2.80
Temple Blademaster (108)	T	5	5.00	4.50	3.50
Troll Artillerist (67)	W	2	2.00	1.40	1.00
Troll Artillerist (68)	S	3	3.00	2.60	2.00
Troll Artillerist (69)	T	4	4.00	3.50	3.00
Troll Brawler (64)	W	2	2.00	1.40	1.00
Troll Brawler (65)	S	3	2.60	2.30	2.00
Troll Brawler (66)	T	4	3.60	3.30	3.00
Troll Chieftain (148)	U	6	22.75	15.00	13.25
Utem Crossbowman (1)	W	1	1.00	1.00	0.70
Utem Crossbowman (2)	S	2	2.00	1.50	1.20
Utem Crossbowman (3)	T	3	3.00	2.50	2.00
Utem Guardsman (4)	W	1	1.00	1.00	0.70
Utem Guardsman (5)	S	2	2.00	1.50	1.20
Utem Guardsman (6)	T	3	3.00	2.50	2.00
Werebear (139)	W	3	3.00	2.30	1.80
Werebear (140)	S	4	4.00	3.30	2.80
Werebear (141)	T	5	5.00	4.30	3.00
Werewolf (136)	W	3	3.00	2.50	1.80
Werewolf (137)	S	4	4.00	3.30	2.80
Werewolf (138)	T	5	5.00	4.30	3.40
Wood Golem (61)	W	2	1.60	1.40	1.00
Wood Golem (62)	S	3	3.00	2.30	2.00
Wood Golem (63)	T	4	4.00	3.60	3.00
Woodland Scout (13)	W	1	1.00	1.00	0.70
Woodland Scout (14)	S	2	2.00	1.80	1.20
Woodland Scout (15)	T	3	3.00	3.00	2.00
Wraith (155)	U	6	21.25	15.00	13.25
Zombie (25)	W	1	1.00	1.00	0.70
Zombie (26)	S	2	2.00	1.80	1.20
Zombie (27)	T	3	3.00	2.50	2.00
Total			797.00	643.15	531.15

UNLIMITED (160 Figures)

	UPPER	MEDIAN	LOWER
Unlimited Set	706.50	700.00	662.50
Unlimited Limited Prize Set	362.50	125.00	112.50
Unlimited Starter Pack	20.25	18.00	17.50
Unlimited Booster Pack	7.70	7.00	7.00

FIGURE NAME RANKRAR UPPER MEDIAN LOWER

Altam Guardsman (#58)	W	2	2.00	1.50	1.00
Altam Guardsman (#59)	S	3	3.00	2.50	2.00
Altam Guardsman (#60)	T	4	4.00	3.00	2.50
Amazon Blademistress (#85)	W	2	2.00	1.50	1.00
Amazon Blademistress (#86)	S	3	3.00	2.50	2.00
Amazon Blademistress (#87)	T	4	4.00	3.00	2.50
Amazon Huntress (#152)	U	6	17.50	15.00	14.50
Amotep Gunner (#49)	W	2	2.00	1.50	1.00
Amotep Gunner (#50)	S	3	3.00	2.50	2.00
Amotep Gunner (#51)	T	4	4.00	3.00	2.50
Barber-Surgeon (#115)	W	2	2.00	2.00	1.30
Barber-Surgeon (#116)	S	3	3.00	3.00	2.30
Barber-Surgeon (#117)	T	4	4.00	3.50	2.50
Black Powder Bomber (#88)	W	2	2.00	1.50	1.00
Black Powder Bomber (#89)	S	3	3.00	2.50	2.00
Black Powder Bomber (#90)	T	4	4.00	3.00	3.00
Blade Golem (#55)	W	2	2.00	1.50	1.00

Blade Golem (#56)	S	3	3.00	2.50	2.00
Blade Golem (#57)	T	4	4.00	3.00	2.50
Bladesmith Draconum (#157)	U	6	27.50	21.00	14.00
Bone Golem (#76)	W	2	2.00	1.50	1.00
Bone Golem (#77)	S	3	3.00	2.50	2.00
Bone Golem (#78)	T	4	4.00	3.00	2.50
Centaur Lieutenant (#67)	W	2	2.00	1.50	1.00
Centaur Lieutenant (#68)	S	3	3.00	2.50	2.00
Centaur Lieutenant (#69)	T	4	4.00	3.00	2.50
Crusher (#112)	W	3	3.00	2.50	2.00
Crusher (#113)	S	4	4.00	3.00	2.50
Crusher (#114)	T	5	5.00	4.00	3.30
Crystal Bladesman (#19)	W	1	1.00	0.80	0.60
Crystal Bladesman (#20)	S	2	2.00	1.50	1.00
Crystal Bladesman (#21)	T	3	3.00	2.50	2.00
Deep Spawn (#130)	W	3	3.00	2.50	2.00
Deep Spawn (#131)	S	4	4.00	3.00	2.50
Deep Spawn (#132)	T	5	5.00	4.00	3.30
Demi-magus (#10)	W	1	1.00	0.80	0.60
Demi-magus (#11)	S	2	2.00	1.50	1.00
Demi-magus (#12)	T	3	3.00	2.50	2.00
Demiphant (#159)	U	6	22.50	16.00	15.00
Dwarven Berserker (#46)	W	1	1.00	0.80	0.60
Dwarven Berserker (#47)	S	2	2.00	1.50	1.00
Dwarven Berserker (#48)	T	3	3.00	2.50	2.00
Dwarven Hammerskald (#151)	U	6	17.50	15.00	13.50
Eldritch Draconum (#158)	U	6	22.00	19.00	15.00
Emerald Ward (#147)	U	6	17.50	15.00	13.50
Feral Bloodsucker (#34)	W	1	1.00	0.80	0.60
Feral Bloodsucker (#35)	S	2	2.00	1.50	1.00
Feral Bloodsucker (#36)	T	3	3.00	2.50	2.00
Flesh Golem (#82)	W	2	2.00	1.50	1.00
Flesh Golem (#83)	S	3	3.00	2.50	2.00
Flesh Golem (#84)	T	4	4.00	3.00	2.00
Grave Robber (#31)	W	1	1.00	0.80	0.60
Grave Robber (#32)	S	2	2.00	1.50	1.00
Grave Robber (#33)	T	3	3.00	2.50	2.00
Huntsman (#91)	W	2	2.00	1.50	2.00
Huntsman (#92)	S	3	3.00	2.50	2.00
Huntsman (#93)	T	4	4.00	3.00	2.50
Imp (#121)	W	3	3.00	2.50	2.00
Imp (#122)	S	4	4.00	3.00	2.50
Imp (#123)	T	5	5.00	4.00	3.30
Inquisitor (#145)	U	6	17.50	15.00	13.50
Khamsin Fuser (#40)	W	1	1.00	0.80	0.60
Khamsin Fuser (#41)	S	2	2.00	1.50	1.00
Khamsin Fuser (#42)	T	3	3.00	2.50	2.00
Khamsin Gunslinger (#37)	W	1	1.00	0.80	0.60
Khamsin Gunslinger (#38)	S	2	2.00	1.50	1.00
Khamsin Gunslinger (#39)	T	3	3.00	2.50	2.00
Ki Devil (#133)	W	3	3.00	2.50	2.00
Ki Devil (#134)	S	4	4.00	3.00	2.50
Ki Devil (#135)	T	5	5.00	4.00	3.30
Leech Medic (#43)	W	1	1.00	0.80	0.60
Leech Medic (#44)	S	2	2.00	1.50	1.00
Leech Medic (#45)	T	3	3.00	2.50	2.00
Liege Knight (#103)	W	3	3.00	2.50	2.00
Liege Knight (#104)	S	4	4.00	3.00	2.50
Liege Knight (#105)	T	5	5.00	4.00	3.30
Living Elemental (#70)	W	2	2.00	1.50	1.00
Living Elemental (#71)	S	3	3.00	2.50	2.00
Living Elemental (#72)	T	4	4.00	3.00	2.50
Longbow Archer (#97)	W	1	1.00	0.80	0.60
Longbow Archer (#98)	S	2	2.00	1.50	1.00
Longbow Archer (#99)	T	3	3.00	2.50	2.00
Maelstrom Golem (#146)	U	6	24.00	18.00	14.00
Marsh Zombie (#25)	W	1	1.00	0.80	0.60
Marsh Zombie (#26)	S	2	2.00	1.50	1.00
Marsh Zombie (#27)	T	3	3.00	2.50	2.00
Mending Priestess (#16)	W	1	1.00	0.80	0.60
Mending Priestess (#17)	S	2	2.00	1.50	1.00
Mending Priestess (#18)	T	3	3.00	2.50	2.00
Nightblade (#28)	W	1	1.00	0.80	0.60
Nightblade (#29)	S	2	2.00	1.50	1.00
Nightblade (#30)	T	3	3.00	2.50	2.00
Nightstalker (#79)	W	2	2.00	1.50	1.00
Nightstalker (#80)	S	3	3.00	2.50	2.00
Nightstalker (#81)	T	4	4.00	3.00	2.50
Order of Uhirik (#150)	U	6	17.50	15.00	14.00
Pyre Specter (#155)	U	6	18.00	15.00	14.00
Ranger (#22)	W	1	1.00	0.80	0.60
Ranger (#23)	S	2	2.00	1.50	1.00
Ranger (#24)	T	3	3.00	2.50	2.00
Regal Draconum (#160)	U	6	22.50	20.00	15.00
Seething Knight (#73)	W	2	2.00	1.50	1.00
Seething Knight (#74)	S	3	3.00	2.50	2.00
Seething Knight (#75)	T	4	4.00	3.00	2.50
Shieldwall Knight (#100)	W	2	2.00	1.50	1.00
Shieldwall Knight (#101)	S	3	3.00	2.50	2.00
Shieldwall Knight (#102)	T	4	4.00	3.00	2.50
Skeleton (#124)	W	3	3.00	2.50	2.00
Skeleton (#125)	S	4	4.00	3.00	3.00
Skeleton (#126)	T	5	5.00	4.00	3.80
Slasher (#109)	W	3	3.00	2.50	2.00
Slasher (#110)	S	4	4.00	3.00	2.50
Slasher (#111)	T	4	4.00	3.00	2.50
Specter (#127)	W	2	2.00	1.50	1.00
Specter (#128)	S	3	3.00	2.50	2.00
Specter (#129)	T	4	4.00	3.00	2.50
Steam Golem (#94)	W	2	2.00	1.50	1.00
Steam Golem (#95)	S	3	3.00	2.50	2.00
Steam Golem (#96)	T	4	4.00	3.00	3.00
Summoner (#154)	U	6	20.00	15.00	13.50
Technomancer (#52)	W	2	2.00	1.50	1.00
Technomancer (#53)	S	3	3.00	2.50	2.00
Technomancer (#54)	T	4	4.00	3.00	2.50
Temple Blademaster (#106)	W	3	3.00	2.50	2.00
Temple Blademaster (#107)	S	4	4.00	3.00	2.00

Mage Knight



Arcane Draconum (142)	U	6	38.25	30.00	22.50
Barber-Surgeon (076)	W	2	1.60	1.50	1.00
Barber-Surgeon (077)	S	3	2.60	2.30	2.00
Barber-Surgeon (078)	T	4	3.50	3.30	3.00
Bone Grinder (073)	W	2	1.60	1.50	1.00
Bone Grinder (074)	S	3	2.60	2.30	2.00
Bone Grinder (075)	T	4	3.70	3.40	3.00
Cave Archer (127)	W	3	3.00	2.40	1.90
Cave Archer (128)	S	4	3.70	3.30	3.00
Cave Archer (129)	T	5	5.00	5.00	4.00
Cave Butcher (121)	W	3	3.00	2.40	1.90
Cave Butcher (122)	S	4	3.70	3.30	2.90
Cave Butcher (123)	T	5	5.10	5.00	4.00
Centaur Archer (010)	W	1	1.00	1.00	0.70
Centaur Archer (011)	S	2	1.80	1.60	1.40
Centaur Archer (012)	T	3	3.00	2.90	2.00
Centaur Lieutenant (052)	W	2	1.60	1.50	1.00
Centaur Lieutenant (053)	S	3	2.60	2.20	2.00
Centaur Lieutenant (054)	T	4	3.70	3.50	3.00
Centaur Outrider (007)	W	1	1.00	1.00	0.70
Centaur Outrider (008)	S	2	2.00	1.80	1.40
Centaur Outrider (009)	T	3	3.00	2.80	2.30
Champion (137)	U	6	25.25	19.50	14.75
Deepwood Sentinel (034)	W	1	1.00	1.00	0.70
Deepwood Sentinel (035)	S	2	1.80	1.60	1.40
Deepwood Sentinel (036)	T	3	2.80	2.60	2.20
Elf-at-Arms (028)	W	1	1.00	1.00	0.70
Elf-at-Arms (029)	S	2	1.80	1.60	1.40
Elf-at-Arms (030)	T	3	3.00	2.80	2.40
Elven Zealot (061)	W	2	1.70	1.50	1.00
Elven Zealot (062)	S	3	2.80	2.30	2.00
Elven Zealot (063)	T	4	3.50	3.30	3.00
Faith Healer (064)	W	2	1.70	1.50	1.00
Faith Healer (065)	S	3	2.50	2.20	2.00
Faith Healer (066)	T	4	3.50	3.30	3.00
Fell Banshee (103)	W	3	3.00	2.70	2.00
Fell Banshee (104)	S	4	3.50	3.30	3.00
Fell Banshee (105)	T	5	5.30	5.00	3.90
Fell Reaper (097)	W	3	3.00	2.50	2.00
Fell Reaper (098)	S	4	3.50	3.30	2.90
Fell Reaper (099)	T	5	5.10	5.00	3.90
Flesh Golem (055)	W	2	1.60	1.50	1.00
Flesh Golem (056)	S	3	2.50	2.20	2.00
Flesh Golem (057)	T	4	3.70	3.30	3.00
Goblin Archer (043)	W	1	1.00	1.00	0.70
Goblin Archer (044)	S	2	1.80	1.60	1.40
Goblin Archer (045)	T	3	3.00	2.70	2.00
Goblin Cannibal (040)	W	1	1.00	1.00	0.70
Goblin Cannibal (041)	S	2	1.80	1.60	1.40
Goblin Cannibal (042)	T	3	3.00	2.80	2.40
Goblin Grenadier (037)	W	1	1.00	1.00	0.70
Goblin Grenadier (038)	S	2	2.00	1.80	1.40
Goblin Grenadier (039)	T	3	3.00	2.70	2.30
Goblin Volunteer (046)	W	1	1.00	1.00	0.70
Goblin Volunteer (047)	S	2	1.80	1.60	1.40
Goblin Volunteer (048)	T	3	3.00	2.80	2.40
Hvy. Cavalier (118)	W	3	3.00	2.50	2.00
Hvy. Cavalier (119)	S	4	3.70	3.30	3.00
Hvy. Cavalier (120)	T	5	5.30	5.00	4.00
Hvy. Lancer (112)	W	3	3.00	2.60	2.00
Hvy. Lancer (113)	S	4	4.10	3.30	2.80
Hvy. Lancer (114)	T	5	5.10	5.00	4.00
High Battle Mage (133)	U	6	26.75	20.00	17.50
High Elf General (139)	U	6	23.25	16.00	13.50
Huntsman (058)	W	2	1.70	1.50	1.00
Huntsman (059)	S	3	2.80	2.40	2.00
Huntsman (060)	T	4	3.50	3.30	3.00
Iron Lung ["Iron Lung"] (004)	W	1	1.00	1.00	0.70
Iron Lung ["Iron Lung"] (005)	S	2	2.00	1.80	1.40
Iron Lung ["Iron Lung"] (006)	T	3	3.00	3.00	2.00
Khamis Gunslinger (022)	W	1	1.00	1.00	0.70
Khamis Gunslinger (023)	S	2	1.80	1.60	1.40
Khamis Gunslinger (024)	T	3	3.00	3.00	2.80
King of Dead (135)	U	6	25.25	18.50	17.75
Lich (141)	U	6	28.00	20.50	15.00
Lt. Cavalier (115)	W	3	3.00	2.30	1.90
Lt. Cavalier (116)	S	4	3.80	3.30	2.90
Lt. Cavalier/Lt. (117)	T	5	5.10	5.00	4.00
Lt. Lancer (109)	W	3	3.00	2.30	2.00
Lt. Lancer (110)	S	4	3.80	3.30	3.00
Lt. Lancer (111)	T	5	5.10	4.50	3.80
Longbow Archer (031)	W	1	1.00	1.00	0.70

Longbow Archer (032)	S	2	2.00	1.80	1.40
Longbow Archer (033)	T	3	3.00	3.00	2.00
Lurker (016)	W	1	1.00	1.00	0.70
Lurker (017)	S	2	1.80	1.60	1.40
Lurker (018)	T	3	3.00	3.00	2.30
Marsh Zombie (013)	W	1	1.00	1.00	0.70
Marsh Zombie (014)	S	2	1.80	1.60	1.40
Marsh Zombie (015)	T	3	3.00	3.00	2.80
Martyr/Lt. Warhorse (138)	U	6	23.00	18.25	13.50
Night. Banshee (106)	W	3	2.80	2.30	1.80
Night. Banshee (107)	S	4	3.70	3.30	3.00
Night. Banshee (108)	T	5	5.10	5.00	3.90
Night. Reaper (100)	W	3	3.00	2.30	1.90
Night. Reaper (101)	S	4	3.80	3.40	3.00
Night. Reaper (102)	T	5	5.30	5.00	3.90
Scorpem Xbowman (091)	W	3	3.00	2.50	2.00
Scorpem Xbowman (092)	S	4	3.50	3.40	3.00
Scorpem Xbowman (093)	T	5	5.10	5.00	4.00
Scorpem Gunner (085)	W	3	3.00	2.50	2.00
Scorpem Gunner (086)	S	4	3.60	3.30	3.00
Scorpem Gunner (087)	T	5	5.00	5.00	4.00
Shield Maiden (019)	W	1	1.00	1.00	0.70
Shield Maiden (020)	S	2	1.80	1.60	1.40
Shield Maiden (021)	T	3	3.00	3.00	2.00
Shieldwall Knight (067)	W	2	1.50	1.50	1.00
Shieldwall Knight (068)	S	3	2.60	2.30	2.00
Shieldwall Knight (069)	T	4	3.50	3.30	3.00
Soaring Xbowman (094)	W	3	3.00	2.50	2.00
Soaring Xbowman (095)	S	4	3.80	3.30	2.90
Soaring Xbowman (096)	T	5	5.00	4.50	3.80
Soaring Gunner (088)	W	3	3.00	2.60	2.00
Soaring Gunner (089)	S	4	3.80	3.50	3.00
Soaring Gunner (090)	T	5	5.30	5.00	4.00
Specter (079)	W	2	2.00	1.50	1.20
Specter (080)	S	3	3.00	2.50	2.00
Specter (081)	T	4	3.80	3.50	3.00
Squire (025)	W	1	1.00	1.00	0.70
Squire (026)	S	2	1.80	1.60	1.40
Squire (027)	T	3	3.00	3.00	2.00
Taskmaster (140)	U	6	23.00	17.50	13.00
Technomancer (049)	W	2	1.50	1.50	1.30
Technomancer (050)	S	3	2.80	2.30	2.00
Technomancer (051)	T	4	3.75	3.50	3.00
Techun (134)	U	6	27.75	19.50	17.00
Tribal Brute (070)	W	2	1.60	1.50	1.00
Tribal Brute (071)	S	3	2.80	2.40	2.00
Tribal Brute (072)	T	4	3.60	3.00	3.00
Uhlrik Charger (136)	U	6	26.75	18.50	15.00
Whelp (082)	W	2	1.70	1.50	1.30
Whelp (083)	S	3	3.00	2.60	2.00
Whelp (084)	T	4	3.80	3.00	3.00
Whirling Golem (001)	W	1	1.00	1.00	0.70
Whirling Golem (002)	S	2	2.00	1.80	1.40
Whirling Golem (003)	T	3	3.00	3.00	2.30
Total			645.05	543.65	439.10

WHIRLWIND (142 Figures)	UPPER	MEDIAN	LOWER
Whirlwind Set	798.75	757.50	716.25
Whirlwind Limited Prize Set	885.00	870.00	855.00
Whirlwind Booster Pack	7.10	7.00	7.00

FIGURE NAME		RANK	RANK	UPPER	MEDIAN	LOWER
Amazon Mancatcher (22)		W	1	1.00	1.00	0.50
Amazon Mancatcher (23)		S	2	1.70	1.40	1.00
Amazon Mancatcher (24)		T	3	2.70	2.30	2.00
Battle Queen (49)		W	2	1.10	1.00	1.00
Battle Queen (50)		S	3	2.20	2.00	2.00
Battle Queen (51)		T	4	3.50	3.00	2.70
Berserker (31)		W	1	1.00	1.00	0.50
Berserker (32)		S	2	1.70	1.50	1.00
Berserker (33)		T	3	2.70	2.30	2.00
Bond Maker (46)		W	1	1.00	1.00	0.50
Bond Maker (47)		S	2	1.70	1.50	1.00
Bond Maker (48)		T	3	2.70	2.30	2.00
Clurch Piper (64)		W	2	1.10	1.00	1.00
Clurch Piper (65)		S	3	2.20	2.00	2.00
Clurch Piper (66)		T	4	3.50	3.00	2.30
Crystal Sprite (10)		W	1	1.00	0.90	0.50
Crystal Sprite (11)		S	2	1.70	1.50	1.00
Crystal Sprite (12)		T	3	2.70	2.30	2.00
Dwarven Mtd. Fuser (103)		W	3	2.20	2.00	1.50
Dwarven Mtd. Fuser (104)		S	4	3.50	2.70	2.00
Dwarven Mtd. Fuser (105)		T	5	5.00	3.60	3.00
Dwarven Ram (106)		W	3	2.20	2.00	1.50
Dwarven Ram (107)		S	4	3.50	2.70	2.00
Dwarven Ram (108)		T	5	5.00	3.60	3.00
Dwarven Rotary Fuser (59)		W	2	1.10	1.00	1.00
Dwarven Rotary Fuser (59)		S	3	2.20	2.00	2.00
Dwarven Rotary Fuser (60)		T	4	3.50	3.00	2.30
Elite Surok Apprentice (4)		W	1	1.00	0.80	0.50
Elite Surok Apprentice (5)		S	2	1.70	1.30	1.00
Elite Surok Apprentice (6)		T	3	2.70	2.30	1.90
Emerald Glade Mystery (133)		U	6	20.25	16.00	13.50
Galeshi Cavalryman (97)		W	3	2.20	2.00	1.50
Galeshi Cavalryman (98)		S	4	3.50	2.70	2.00
Galeshi Cavalryman (99)		T	5	5.00	3.70	3.00
Galeshi Dervish (19)		W	1	1.00	0.90	0.50
Galeshi Dervish (20)		S	2	1.70	1.40	1.00
Galeshi Dervish (21)		T	3	2.70	2.30	1.90
Galeshi Ram Charger (100)		W	3	2.20	2.00	1.80
Galeshi Ram Charger (101)		S	4	3.50	2.50	2.00
Galeshi Ram Charger (102)		T	5	5.00	3.70	3.00
Golden Orb Myrmidon (135)		U	6	22.00	17.50	13.50
Half-troll Behemoth (138)		U	6	23.50	19.00	13.50
Heart Seeker (43)		W	1	1.00	0.80	0.50
Heart Seeker (44)		S	2	1.70	1.30	1.00
Heart Seeker (45)		T	3	2.70	2.30	1.90
Horned Hatchetkrugg (109)		W	3	2.20	2.00	1.50
Horned Hatchetkrugg (110)		S	4	3.50	2.70	2.00

Horned Hatchetkrugg (111)	T	5	5.00	4.00	3.00
Horned Impaler (115)	W	3	2.20	2.00	1.40
Horned Impaler (116)	S	4	3.50	2.70	2.00
Horned Impaler (117)	T	5	5.00	3.70	3.00
Immortal Fanatic (61)	W	2	1.10	1.00	1.00
Immortal Fanatic (62)	S	3	2.20	2.00	1.90
Immortal Fanatic (63)	T	4	3.50	3.00	2.70
Incendiary Golem (1)	W	1	1.00	0.80	0.50
Incendiary Golem (2)	S	2	1.70	1.30	1.00
Incendiary Golem (3)	T	3	2.70	2.30	1.90
Krugg Heaver (40)	W	1	1.00	0.80	0.50
Krugg Heaver (41)	S	2	1.70	1.30	1.00
Krugg Heaver (42)	T	3	2.70	2.30	1.90
Krugg Seer (139)	U	6	16.50	14.50	12.75
Krugg Thug (37)	W	1	1.00	0.80	0.50
Krugg Thug (38)	S	2	1.70	1.30	1.00
Krugg Thug (39)	T	3	2.70	2.30	1.90
Launcher (34)	W	1	1.00	0.80	0.50
Launcher (35)	S	2	1.70	1.30	1.00
Launcher (36)	T	3	2.70	2.30	1.90
Mind Thief (76)	W	2	1.70	1.00	1.00
Mind Thief (77)	S	3	2.20	2.00	1.80
Mind Thief (78)	T	4	3.50	3.00	2.00
Mortis Draconum (142)	U	6	25.25	22.50	19.50
Mtn. King (136)	U	6	23.50	19.50	17.50
Nightwitch (55)	W	2	1.10	1.00	1.00
Nightwitch (56)	S	3	2.20	2.00	2.00
Nightwitch (57)	T	4	3.50	3.00	2.70
Orn Captain (137)	U	6	17.50	15.00	14.75
Rancid Bloodsucker (16)	W	1	1.00	0.80	0.50
Rancid Bloodsucker (17)	S	2	1.70	1.30	1.00
Rancid Bloodsucker (18)	T	3	2.70	2.30	1.90
Rivenguard (28)	W	1	1.00	0.80	0.50
Rivenguard (29)	S	2	1.70	1.30	1.00
Rivenguard (30)	T	3	2.70	2.30	1.90
Scalesworn Thrall (82)	W	2	1.10	1.00	1.00
Scalesworn Thrall (83)	S	3	2.20	2.00	1.90
Scalesworn Thrall (84)	T	4	3.50	3.00	2.70
Serpent Invader (127)	W	3	2.20	2.00	1.50
Serpent Invader (128)	S	4	3.50	2.70	2.00
Serpent Invader (129)	T	5	5.00	3.70	3.00
Serpent Sniper (121)	W	3	2.20	2.00	1.50
Serpent Sniper (122)	S	4	3.50	2.70	2.00
Serpent Sniper (123)	T	5	5.00	3.70	3.00
Shelled One (67)	W	2	1.10	1.00	1.00
Shelled One (68)	S	3	2.20	2.00	2.00
Shelled One (69)	T	4	3.50	3.10	2.80
Shyft Fiend (140)	U	6	23.25	15.00	13.00
Shyft Matrach (141)	U	6	24.50	15.00	13.50
Sisith Bladesman (88)	W	3	2.20	2.00	1.50
Sisith Bladesman (89)	S	4	3.50	2.70	2.00
Sisith Bladesman (90)	T	5	5.00	3.70	3.00
Sisith Tracker (94)	W	3	2.20	2.00	1.80
Sisith Tracker (95)	S	4	3.50	2.70	2.00
Sisith Tracker (96)	T	5	5.00	3.70	3.00
Soul Stealer (79)	W	2	1.10	1.00	1.00
Soul Stealer (80)	S	3	2.20	2.00	2.00
Soul Stealer (81)	T	4	3.50	3.00	2.70
Standard Bearer (25)	W	1	1.00	0.80	0.50
Standard Bearer (26)	S	2	1.70	1.30	1.00
Standard Bearer (27)	T	3	2.70	2.30	1.90
Swooping Invader (130)	S	3	2.20	2.00	1.50
Swooping Invader (131)	S	4	3.50	2.70	2.00
Swooping Invader (132)	T	5	5.00	3.70	3.00
Swooping Sniper (124)	W	3	2.20	2.00	1.50
Swooping Sniper (125)	S	4	3.50	2.70	2.00
Swooping Sniper (126)	T	5	5.00	3.70	3.00
Tanglewood Spirit (7)	W	1	1.00	0.90	0.50
Tanglewood Spirit (8)	S	2	1.70	1.30	1.00
Tanglewood Spirit (9)	T	3	2.70	2.30	2.00
Thorn Crawler (70)	W	2	1.10	1.00	1.00
Thorn Crawler (71)	S	3	2.20	2.00	2.00
Thorn Crawler (72)	T	4	3.50	3.20	2.80
Thunderdorn Troll (134)	U	6	25.00	19.75	18.75
Tormented Soul (73)	W	2	1.30	1.00	1.00
Tormented Soul (74)	S	3	2.50	2.00	2.00
Tormented Soul (75)	T	4	3.50	3.00	2.70
Unicorn Bladesman (85)	W	3	2.20	2.00	1.50
Unicorn Bladesman (86)	S	4	3.50	2.70	2.00
Unicorn Bladesman (87)	T	5	5.00	3.70	3.00
Unicorn Tracker (91)	S	3	2.20	2.00	1.50
Unicorn Tracker (92)	S	4	3.50	2.70	2.00
Unicorn Tracker (93)	T	5	5.00	3.70	3.00
War Hatchetkrugg (112)	W	3	2.20	2.00	1.50
War Hatchetkrugg (113)	S	4	3.50	2.70	2.00
War Hatchetkrugg (114)	T	5	5.00	3.70	3.00
War Impaler (118)	W	3	2.20	2.00	1.50
War Impaler (119)	S	4	3.50	2.70	2.00
War Impaler (120)	T	5	5.00	3.70	3.00
Wild Mtn. Troll (52)	W	2	1.50	1.00	1.00
Wild Mtn. Troll (53)	S	3	2.50	2.00	2.00
Wild Mtn. Troll (54)	T	4	3.50	3.20	2.80
Zombie Hound (13)	W	1	1.00	1.00	0.50
Zombie Hound (14)	S	2	1.70	1.30	1.00
Zombie Hound (15)	T	3	2.70	2.30	2.00
Total			562.25	452.85	376.65

Mage Knight/HeroClix/Lord of the Rings

Corrupted Priest (#72)	T	5	5.00	5.00	4.00
Death Merchant (#43)	W	2	2.00	1.30	1.00
Death Merchant (#44)	S	3	3.00	2.50	2.00
Death Merchant (#45)	S	4	4.00	3.00	3.00
Detonating Zombie (#76)	W	3	3.00	2.50	2.00
Detonating Zombie (#77)	S	4	4.00	3.50	3.00
Detonating Zombie (#78)	S	5	5.00	5.00	4.00
Digger (#58)	W	2	2.00	1.30	1.00
Digger (#59)	S	3	3.00	2.50	2.00
Digger (#60)	T	4	4.00	3.00	3.00
Dwarven Axe-knight (#52)	W	2	2.00	1.30	1.00
Dwarven Axe-knight (#53)	S	3	3.00	2.50	2.00
Dwarven Axe-knight (#54)	T	4	4.00	3.00	3.00
Dwarven Miner (#22)	W	1	1.00	0.80	0.50
Dwarven Miner (#24)	T	3	3.00	2.50	1.90
Dwarven Pikeman (#19)	W	1	1.00	0.80	0.50
Dwarven Pikeman (#20)	S	2	2.00	1.30	1.00
Dwarven Pikeman (#21)	T	3	3.00	2.50	2.00
Dwarven Stomper (#94)	U	6	18.75	15.00	12.00
Dwarven Miner (#23)	S	2	2.00	1.70	1.00
Elven Demi-magus (#61)	W	3	3.00	2.50	2.00
Elven Demi-magus (#62)	S	4	4.00	3.00	3.00
Elven Demi-magus (#63)	T	5	5.00	5.00	4.00
Elven Recruit (#25)	W	1	1.00	0.80	0.50
Elven Recruit (#26)	S	2	2.00	1.30	1.00
Elven Recruit (#27)	T	3	3.00	2.50	2.00
Fanged Gunslinger (#73)	W	3	3.00	2.50	2.00
Fanged Gunslinger (#74)	S	4	4.00	3.00	3.00
Fanged Gunslinger (#75)	T	5	5.00	5.00	4.00
Fighting Automaton (#4)	W	1	1.00	0.80	0.50
Fighting Automaton (#5)	S	2	2.00	1.30	1.00
Fighting Automaton (#6)	T	3	3.00	2.50	2.00
Fodder (#28)	W	1	1.00	0.80	0.50
Fodder (#29)	S	2	2.00	1.30	1.00
Fodder (#30)	T	3	3.00	2.50	2.00
Gibbering Ghoul (#13)	W	1	1.00	0.80	0.50
Gibbering Ghoul (#14)	S	2	2.00	1.30	1.00
Gibbering Ghoul (#15)	T	3	3.00	2.50	2.00
Golem Mechanic (#79)	W	3	3.00	2.50	2.00
Golem Mechanic (#80)	S	4	4.00	3.00	3.00
Golem Mechanic (#81)	T	5	5.00	5.00	4.00
Impaling Golem (#31)	W	2	2.00	1.30	1.00
Impaling Golem (#32)	S	3	3.00	2.50	2.00
Impaling Golem (#33)	T	4	4.00	3.50	3.00
Infantry Captain (#55)	W	2	2.00	1.30	1.00
Infantry Captain (#56)	S	3	3.00	2.50	2.00
Infantry Captain (#57)	T	4	4.00	3.00	3.00
Magestone Lord (#34)	W	3	3.00	2.50	1.90
Magestone Lord (#35)	S	3	3.00	2.50	2.00
Magestone Lord (#36)	T	4	4.00	3.00	3.00
Mummy (#35)	U	6	19.25	15.00	13.75
Necropolis Judge (#93)	U	6	21.25	15.00	15.00
Nightfield (#46)	W	2	2.00	1.30	1.00
Nightfield (#47)	S	3	3.00	2.50	2.00
Nightfield (#48)	T	4	4.00	3.00	3.00
Scouting Automaton (#1)	W	1	1.00	0.80	0.50
Scouting Automaton (#2)	S	2	2.00	1.30	1.00
Scouting Automaton (#3)	T	3	3.00	2.50	2.00
Sentry Golem (#50)	S	3	3.00	2.50	1.90
Sentry Golem (#51)	T	4	4.00	3.00	2.80
Sentry Golem (#49)	W	2	2.00	1.70	1.00
Solovani Avenger (#96)	U	6	26.25	20.00	14.75
Solovani Creator (#100)	U	6	27.50	20.00	15.00
Solovani Destroyer (#97)	U	6	26.25	20.00	14.75
Solovani Striker (#98)	U	6	27.50	17.50	14.75
Solovani Tormentor (#99)	U	6	26.25	20.00	14.75
Throttle Worms (#16)	W	1	1.00	0.80	0.50
Throttle Worms (#17)	S	2	2.00	1.30	1.00
Throttle Worms (#18)	T	3	3.00	2.50	2.00
Thunder Golem (#91)	U	6	27.50	19.00	15.00
Tomb Horror (#85)	W	3	3.00	2.50	2.00
Tomb Horror (#86)	S	4	4.00	3.50	3.00
Tomb Horror (#87)	T	5	5.00	5.00	4.00
Trog (#88)	W	3	3.00	2.50	2.00
Trog (#89)	S	4	4.00	3.00	3.00
Trog (#90)	T	4	4.20	3.50	3.00
Troll Gunner (#64)	W	3	3.00	2.50	2.00
Troll Gunner (#65)	S	4	4.00	3.00	3.00
Troll Gunner (#66)	T	5	5.00	5.00	4.00
Troll Zombie (#67)	W	3	3.00	2.50	2.00
Troll Zombie (#68)	S	4	4.00	3.00	3.00
Troll Zombie (#69)	T	5	5.00	5.00	4.00
Warbear (#37)	W	2	2.00	1.30	1.00
Warbear (#38)	S	3	3.00	2.50	2.00
Warbear (#39)	T	4	4.00	3.00	3.00
Warrior Sprite (#7)	W	1	1.00	0.80	0.50
Warrior Sprite (#8)	S	2	2.00	1.30	1.00
Warrior Sprite (#9)	T	3	3.00	2.50	2.00
Woodland Sniper (#10)	W	1	1.00	0.80	0.50
Woodland Sniper (#11)	S	2	2.00	1.30	1.00
Woodland Sniper (#12)	T	3	3.00	2.50	2.00
Wrath Golem (#82)	W	3	3.00	2.50	2.00
Wrath Golem (#83)	S	4	4.00	3.00	3.00
Wrath Golem (#84)	T	5	5.00	5.00	4.00
Total			506.95	397.00	326.05



INFINITY CHALLENGE (150 Figures)				
	UPPER	MEDIAN	LOWER	
Infinity Challenge Set	646.25	597.50	548.75	
Infinity Challenge Starter Pack	20.00	20.00	20.00	
Infinity Challenge Booster Pack	7.00	7.00	6.50	

FIGURE NAME		RANK	UPPER	MEDIAN	LOWER
Annihilus (#64)		2	2.10	2.00	1.30

Annihilus (#65)	E	3	3.30	3.00	2.50
Annihilus (#66)	V	4	4.30	4.00	3.50
Black Panther (#85)	R	3	3.30	3.00	2.50
Black Panther (#86)	E	4	4.30	4.00	3.50
Black Panther (#87)	V	5	5.60	5.30	4.90
Blade (#25)	R	1	1.40	1.00	0.90
Blade (#26)	E	2	2.40	2.00	1.30
Blade (#27)	V	3	3.80	3.00	2.70
Blizzard (#88)	R	3	3.50	3.00	2.70
Blizzard (#89)	E	4	4.30	4.00	3.50
Blizzard (#90)	V	5	5.50	5.00	4.70
Boomerang (#40)	R	2	2.10	2.00	1.30
Boomerang (#41)	V	3	3.30	3.00	2.50
Boomerang (#42)	E	4	4.30	4.00	3.50
Bullseye (#100)	R	3	3.30	3.00	2.50
Bullseye (#101)	E	4	4.30	4.00	3.50
Bullseye (#102)	V	5	5.60	5.30	4.70
Captain America (#67)	R	3	3.80	3.00	2.70
Captain America (#68)	E	4	4.80	4.00	3.70
Captain America (#69)	V	5	6.00	5.80	4.70
Captain America (#148)	U	6	26.25	25.00	18.75
Constrictor (#37)	R	2	2.10	2.00	1.30
Constrictor (#38)	V	3	3.30	3.00	2.50
Constrictor (#39)	E	4	4.30	4.00	3.50
Controller (#115)	R	3	3.30	3.00	2.50
Controller (#116)	E	4	4.30	4.00	3.50
Controller (#117)	V	5	5.50	5.00	4.70
Cyclops (#82)	R	3	3.80	3.00	2.50
Cyclops (#83)	E	4	4.80	4.00	3.50
Cyclops (#84)	V	5	6.00	5.30	4.70
Cyclops (#147)	U	6	25.00	21.00	15.00
Daredevil (#97)	R	3	3.50	3.00	2.70
Daredevil (#98)	E	4	4.50	4.00	3.70
Daredevil (#99)	V	5	6.00	5.50	4.70
Dr. Strange (#124)	R	3	3.30	3.00	2.70
Dr. Strange (#125)	E	4	4.30	4.00	3.70
Dr. Strange (#126)	V	5	5.60	5.30	4.70
Elektra (#31)	R	2	2.40	2.00	1.30
Elektra (#32)	E	3	3.50	3.00	2.50
Elektra (#33)	V	4	4.50	4.00	3.50
Elektra (#144)	U	6	22.75	20.00	16.75
Firelord (#136)	R	3	3.30	3.00	2.50
Firelord (#137)	E	4	4.30	4.00	3.50
Firelord (#138)	V	5	5.50	5.00	4.70
Henchman (#16)	R	1	1.00	1.00	0.90
Henchman (#17)	E	2	2.10	2.00	1.30
Henchman (#18)	V	3	3.00	3.00	2.30
Hercules (#118)	R	3	3.30	3.00	2.50
Hercules (#119)	E	4	4.30	4.00	3.50
Hercules (#120)	V	5	5.50	5.00	4.70
Hobgoblin (#52)	R	2	2.10	2.00	1.50
Hobgoblin (#53)	E	3	3.30	3.00	2.50
Hobgoblin (#54)	V	4	4.30	4.00	3.50
Hulk (#58)	R	2	2.60	2.00	1.70
Hulk (#59)	E	3	4.00	3.50	2.70
Hulk (#60)	V	4	5.00	4.50	3.70
Hydra Medic (#11)	R	1	1.10	1.00	0.90
Hydra Medic (#10)	E	2	2.10	2.00	1.00
Hydra Medic (#12)	V	3	3.00	3.00	2.30
Hydra Operative (#7)	R	1	1.10	1.00	0.90
Hydra Operative (#8)	E	2	2.10	2.00	1.00
Hydra Operative (#9)	V	3	3.00	3.00	2.30
Jean Grey (#49)	R	2	2.60	2.00	1.30
Jean Grey (#50)	E	3	3.80	3.00	2.50
Jean Grey (#51)	V	4	4.80	4.00	3.50
Juggernaut (#79)	R	3	3.80	3.00	2.50
Juggernaut (#80)	E	4	4.80	4.00	3.50
Juggernaut (#81)	V	5	6.00	5.30	4.70
Juggernaut (#146)	U	6	25.00	25.00	19.75
Kang (#130)	R	3	3.30	3.00	2.50
Kang (#131)	E	4	4.30	4.00	3.50
Kang (#132)	V	5	5.50	5.00	4.70
Kingpin (#43)	R	2	2.10	2.00	1.30
Kingpin (#44)	E	3	3.30	3.00	2.50
Kingpin (#45)	V	4	4.30	4.00	3.70
Klaw (#112)	R	3	3.30	3.00	2.50
Klaw (#113)	E	4	4.30	4.00	3.50
Klaw (#114)	V	5	5.50	5.00	4.70
Magneto (#127)	R	3	4.00	3.50	2.70
Magneto (#128)	E	4	5.00	4.50	3.70
Magneto (#129)	V	5	6.00	5.80	4.70
Mr. Hyde (#109)	R	3	3.30	3.00	2.50
Mr. Hyde (#110)	E	4	4.30	4.00	3.50
Mr. Hyde (#111)	V	5	5.50	5.00	4.70
Nightmare (#142)	U	6	22.75	19.00	14.25
Professor Xavier (#76)	R	3	3.30	3.00	2.50
Professor Xavier (#77)	E	4	4.30	4.00	3.70
Professor Xavier (#78)	V	5	5.60	5.00	5.00
Professor Xavier (#145)	U	6	26.25	21.50	17.00
Puppet Master (#61)	R	2	2.10	2.00	1.30
Puppet Master (#62)	E	3	3.50	3.00	2.70
Puppet Master (#63)	V	4	4.40	4.00	3.60
Pyro (#91)	R	3	3.30	3.00	2.50
Pyro (#92)	E	4	4.30	4.00	3.50
Pyro (#93)	V	5	5.50	5.00	4.60
Quasar (#140)	U	6	25.00	17.50	14.25
Quicksilver (#106)	R	3	3.30	3.00	2.50
Quicksilver (#107)	E	4	4.30	4.00	3.50
Quicksilver (#108)	V	5	5.50	5.00	4.70
Rogue (#121)	R	3	3.80	3.00	2.50
Rogue (#122)	E	4	4.80	4.00	3.50
Rogue (#123)	V	5	6.00	5.30	4.70
Sabretooth (#55)	R	2	2.60	2.00	1.70
Sabretooth (#56)	E	3	4.00	3.50	2.70
Sabretooth (#57)	V	4	5.00	4.50	3.70
Scarlet Witch (#103)	R	3	3.30	3.00	2.50
Scarlet Witch (#104)	E	4	4.30	4.00	3.50
Scarlet Witch (#105)	V	5	5.50	5.00	4.70
SHIELD Agent (#1)	R	1	1.10	1.00	0.90

SHIELD Agent (#2)	E	2	2.00	2.00	1.00
SHIELD Agent (#3)	V	3	3.00	3.00	2.30
SHIELD Agent (#4)	R	1	1.10	1.00	0.90
SHIELD Medic (#5)	E	2	2.00	2.00	1.00
SHIELD Medic (#6)	V	3	3.00	3.00	2.30
Skrull Agent (#19)	R	1	1.00	1.00	0.90
Skrull Agent (#20)	E	2	2.00	2.00	1.30
Skrull Agent (#21)	V	3	3.00	3.00	2.30
Skrull Warrior (#22)	R	1	1.00	1.00	0.90
Skrull Warrior (#23)	E	2	2.00	2.00	1.00
Skrull Warrior (#24)	V	3	3.00	3.00	2.30
Spider-Man (#70)	R	3	4.30	4.00	2.70
Spider-Man (#71)	E	4	5.50	5.00	3.70
Spider-Man (#72)	V	5	6.50	6.00	5.00
Spider-Man (#150)	U	6	35.75	30.00	28.50
Thanos (#141)	U	6	31.25	29.00	22.50
Thug (#13)	R	1	1.00	1.00	0.90
Thug (#14)	E	2	2.00	2.00	1.00
Thug (#15)	V	3	3.30	3.00	2.30
Ultron (#133)	R	3	3.30	3.00	2.30
Ultron (#134)	E	4	4.30	4.00	3.50
Ultron (#135)	V	5	5.50	5.00	4.60
Vision (#139)	U	6	25.00	19.00	14.50
Vulture (#46)	R	2	2.40	2.00	2.00
Vulture (#47)	E	3	3.30	3.00	2.50
Vulture (#48)	V	4	4.50	4.00	3.70
Wasp (#34)	E	2	2.10	2.00	1.00
Wasp (#35)	R	3	3.30	3.00	2.30
Wasp (#36)	V	4	4.30	4.00	3.50
Wasp (#143)	U	6	22.75	15.00	14.25
Whirlwind (#94)	R	3	3.30	3.00	2.30
Whirlwind (#95)	E	4	4.30	4.00	3.50
Whirlwind (#96)	V	5	5.50	5.00	4.90
Wolfsbane (#28)	R	1	1.10	1.00	0.70
Wolfsbane (#29)	E	2	2.10	2.00	1.30
Wolfsbane (#30)	V	3	3.30	3.00	2.30
Wolverine (#73)	R	3	4.00	3.50	3.00
Wolverine (#74)	E	4	5.00	4.50	3.70
Wolverine (#75)	V	5	6.00	5.80	5.00
Wolverine (#149)	U	6	30.00	29.00	23.25
Total			832.95	738.70	613.05

Lord of the Rings



Goblin Domain	MO	R	4.00	4.00	3.00
Goblin Marksman	MO	C	0.25	0.25	0.10
Goblin Patrol Troop	MO	C	0.25	0.25	0.10
Goblin Runner	MO	U	1.00	1.00	0.80
Goblin Scavengers	MO	C	0.25	0.25	0.10
Goblin Scimitar	MO	C	0.25	0.25	0.10
Goblin Sneak	MO	U	1.00	1.00	0.80
Goblin Spear	MO	C	0.25	0.25	0.10
Goblin Swarms	MO	R	5.00	4.00	3.50
Goblin Wallcrawler	MO	C	0.25	0.25	0.10
Goblin Warrior	MO	C	0.25	0.25	0.10
Gondor's Vengeance	GO	C	0.25	0.25	0.10
Great Shield	GO	C	0.25	0.25	0.10
Greatest Kingdom of My People	DW	R	4.00	4.00	3.00
Green	IS	R	4.00	4.00	3.00
Green Dragon Inn	U	1.00	1.00	0.50	
Green Hill Country	U	1.00	1.00	0.50	
Grimir: Dwarven Elder	DW	U	1.00	1.00	0.80
Guard Commander	MO	R	4.00	4.00	3.00
Gwengel	EL	R	5.00	4.00	4.00
Haidir: Elf Of The Golden Wood	EL	U	1.10	1.00	0.80
Halfling Defenses	SH	U	1.00	1.00	0.80
Halls of My Home	DW	C	0.25	0.25	0.10
Hate	SA	R	4.00	4.00	4.00
Here Lies Biall, Son of Fundin	DW	C	0.25	0.25	0.10
Hobbit Appetite	SH	C	0.25	0.25	0.10
Hobbit Farmer	SH	C	0.25	0.25	0.10
Hobbit Intuition	SH	C	0.25	0.25	0.10
Hobbit Party Guest	SH	C	0.25	0.25	0.10
Hobbit Stealth	SH	C	0.25	0.25	0.10
Hobbit Sword	SH	C	0.25	0.25	0.10
Host of Thousands	MO	C	0.25	0.25	0.10
Hunt Them Down!	IS	U	1.00	1.00	0.80
In the Ringwraith's Wake	RW	R	4.50	4.00	3.00
Intimidate	GA	C	0.25	0.25	0.10
Journey Into Danger	SA	R	4.00	4.00	3.00
Legolas: Greenleaf	EL	R	12.00	7.40	6.00
Legolas: Prince Of Mirkwood	EL	U	1.10	1.00	0.80
Let Folly Be Our Cloak	GA	U	1.00	1.00	0.80
Let Them Come!	DW	C	0.25	0.25	0.10
Lightfootedness	EL	C	0.25	0.25	0.10
Longbottom Leaf	SH	C	0.25	0.25	0.10
Lord of Moria	DW	C	0.25	0.25	0.10
Lorien Elf	EL	C	0.25	0.25	0.10
Lost to the Goblins	MO	R	4.00	4.00	3.00
Lothlorien Woods	U	1.00	1.00	0.50	
Lurtz: Servant Of Isengard	IS	R	7.40	6.00	5.80
Lurtz's Battle Cry	IS	R	4.10	4.00	4.00
Mallorn-trees	EL	U	1.00	1.00	0.80
Master Proudfoot:					
Distant Relative Of Bilbo	SH	U	1.00	1.00	0.80
Merry: Friend To Sam	SH	R	6.50	5.00	4.00
Merry: From O'er					
The Brandywine	SH	C	0.25	0.25	0.10
Midgewater Marshes	U	1.00	1.00	0.50	
Midgewater Moors	U	1.00	1.00	0.50	
Mithril Mine	U	1.00	1.00	0.50	
Mithril Shaft	DW	R	4.00	4.00	3.00
Mordor Enraged	SA	R	4.00	4.00	3.00
Mordor's Strength	SA	C	0.25	0.25	0.10
Morgul Blade	RW	R	5.00	4.00	4.00
Morgul Gates	RW	R	4.00	4.00	3.00
Morgul Hunter	SA	R	4.20	4.00	3.80
Morgul Skirmisher	SA	U	1.00	1.00	0.80
Morgul Skulker	SA	U	1.00	1.00	0.80
Morgul Warden	SA	R	5.00	4.00	3.00
Moria Axe	MO	R	4.50	4.00	3.50
Moria Lake	C	0.25	0.25	0.10	
Moria Scout	MO	C	0.25	0.25	0.10
Moria Stairway	U	1.00	1.00	0.50	
Mysterious Wizard	GA	C	0.25	0.25	0.10
Nazgul Sword	RW	U	1.00	1.00	0.80
No Ordinary Storm	IS	U	1.00	1.00	0.80
No Stranger to the Shadows	GO	U	1.00	1.00	0.80
Noble Intentions	SH	C	0.25	0.25	0.10
Nobody Tosses a Dwarf	DW	R	4.00	4.00	3.00
Not Easily Destroyed	RW	U	1.00	1.00	0.80
Old Toby	SH	C	0.25	0.25	0.10
One Whom Men Would Follow	GO	U	1.00	1.00	0.80
Orc Ambusher	SA	C	0.25	0.25	0.10
Orc Assassin	SA	U	1.00	1.00	0.80
Orc Banner	SA	R	4.00	4.00	3.00

Orc Bowman	SA	R	5.00	4.00	3.50
Orc Butcher	SA	R	4.00	4.00	3.00
Orc Chieftain	SA	C	0.25	0.25	0.10
Orc Hunters	SA	U	1.00	1.00	0.80
Orc Inquisitor	SA	C	0.25	0.25	0.10
Orc Scimitar	SA	C	0.25	0.25	0.10
Orc Scouting Band	SA	U	1.00	1.00	0.80
Orc Soldier	SA	C	0.25	0.25	0.10
Orc War Band	SA	R	4.50	4.00	4.00
Orphion: Lorien Bowman	EL	U	1.10	1.00	0.80
Orthanc Assassin	IS	R	5.00	4.00	4.00
Ottar: Man Of Laketown	GA	R	4.50	4.00	4.00
Parry	IS	R	4.50	4.00	3.00
Pass of Caradhras	U	1.00	1.00	0.50	
Pathfinder	GO	C	0.25	0.25	0.10
Paths Seldom Trodden	RW	U	1.00	1.00	0.80
Pillars of the Kings	U	1.00	1.00	0.50	
Pinned Down	MO	C	0.25	0.25	0.10
Pippin: Friend To Frodo	SH	C	0.25	0.25	0.10
Pippin: Hobbit					
Of Some Intelligence	SH	R	8.00	6.00	5.00
Plundered Armories	MO	C	0.25	0.25	0.10
Power According					
To His Stature	SH	R	4.20	4.00	4.00
Pursuit Just Behind	GO	R	4.00	4.00	3.00
Questions That					
Need Answering	GA	R	4.00	4.00	3.00
Ranger's Sword	GO	U	1.00	1.00	0.80
Relentless	MO	U	1.00	1.00	0.80
Relentless Charge	RW	U	1.00	1.00	0.80
Relics of Moria	MO	R	4.00	4.00	3.00
Return to Its Master	RW	R	4.00	4.00	3.00
Risk a Little Light	GA	C	0.25	0.25	0.10
Rivendell Terrace	U	1.00	1.00	0.50	
Rivendell Valley	U	1.00	1.00	0.50	
Rivendell Waterfall	U	1.00	1.00	0.50	
Rosie Cotton: Hobbiton Lass	SH	U	1.00	1.00	0.80
Rumil: Elven Protector	EL	U	1.50	1.00	0.80
Sam: Faithful Companion	SH	R	8.00	6.80	5.00
Sam: Son Of Hamfast	SH	C	0.25	0.25	0.10
Saruman's Ambition	IS	C	0.25	0.25	0.10
Saruman's Chill	IS	C	0.25	0.25	0.10
Saruman's Frost	IS	U	1.00	1.00	0.80
Saruman's Power	IS	U	1.00	1.00	0.80
Saruman's Reach	IS	R	4.00	4.00	3.00
Saruman's Snows	IS	C	0.25	0.25	0.10
Sauron's Defenses	SA	U	1.00	1.00	0.80
Savagery to					
Match Their Numbers	IS	R	4.00	4.00	3.00
Seeking It Always	SA	U	1.00	1.00	0.80
Seeking Its Master	SA	R	4.00	4.00	3.00
Servant of the Secret Fire	GA	R	4.50	4.00	4.00
Shadow's Reach	SA	C	0.25	0.25	0.10
Shire Lookout Point	U	1.00	1.00	0.50	
Shores of Nen Hithoel	U	1.00	1.00	0.50	
Shoulder to Shoulder	EL	C	0.25	0.25	0.10
Sliinde: Elf Of Mirkwood	EL	U	1.00	1.00	0.80
Silverlode Banks	U	1.00	1.00	0.50	
Sleep, Caradhras	GA	C	0.25	0.25	0.10
Slopes of Amon Hen	U	1.00	1.00	0.50	
Songs of the Blessed Realm	SH	C	0.25	0.25	0.10
Sorry About Everything	EL	C	0.25	0.25	0.10
Spies of Saruman	IS	R	4.00	4.00	3.00
Stairs of Khazad-dûm	DW	C	0.25	0.25	0.10
Stand Against Darkness	EL	U	1.00	1.00	0.80
Still Draws Breath	DW	C	0.25	0.25	0.10
Sting	SH	R	6.30	5.30	4.50
Stone Troils	SH	R	5.00	4.00	3.00
Stout and Sturdy	SH	C	0.25	0.25	0.10
Strength Born of Fear	SA	C	0.25	0.25	0.10
Strength of Kings	GO	R	4.00	4.00	3.50
Strength of Spirit	GA	C	0.25	0.25	0.10
Summit of Amon Hen	C	0.25	0.25	0.10	
Support of the					
Last Homely House	EL	U	1.00	1.00	0.80
Swan-ship of the Galadhrim	EL	U	1.00	1.00	0.80
Sword of Minas Morgul	RW	U	1.00	1.00	0.80
Swordsmen of the White Tower	GO	C	0.25	0.25	0.10
Swordsmen of					
The Northern Kingdom	GO	C	0.25	0.25	0.10
The Bridge of Khazad-dûm	C	0.25	0.25	0.10	
The Choice of Lúthien	GO	R	4.00	4.00	3.50
The Council of Elrond	EL	R	4.00	4.00	3.00
The Dark Lord's Summons	SA	U	1.00	1.00	0.80
The End Comes	MO	R	4.00	4.00	3.00
The Gaffer: Sam's Father	SH	R	5.00	4.50	4.00
The Gaffer's Pipe	SH	U	1.00	1.00	0.80
The Irresistible Shadow	SA	R	4.00	4.00	3.80
The Last Alliance of					
Elves and Men	EL	R	4.50	4.00	3.30
The Long Dark	MO	U	1.00	1.00	0.80
The Master's Will	RW	U	1.00	1.00	0.80
The Mirror of Galadriel	EL	R	5.00	4.00	4.00
The Misadventure					
Of Mr. Underhill	IS	R	4.50	4.00	3.00
The Nine Servants of Sauron	RW	U	1.00	1.00	0.80
The Nine Walkers	GA	R	4.50	4.00	4.00
The Number Must Be Few	SA	U	1.00	1.00	0.80
The One Ring: Isildur's Bane	R	8.00	7.00	6.00	
The One Ring: The Ruling Ring	C	0.25	0.25	0.10	
The Pale Blade	RW	U	5.00	5.00	4.00
The Prancing Pony	U	1.00	1.00	0.50	
The Ring's Oppression	SA	C	0.25	0.25	0.10
The Saga of Elendil	GO	R	4.20	4.00	4.00
The Seen and the Unseen	EL	C	0.25	0.25	0.10
The Splendor of Their Banners	EL	R	4.00	4.00	3.00
The Tale of Gil-galad	EL	R	4.20	4.00	4.00
The Twilight World	RW	R	4.00	4.00	3.00
The Underdeeps of Moria	MO	R	4.00	4.00	3.00

The Weight of a Legacy	SA	R	4.00	4.00	3.00
The White Arrows of Lórien	EL	C	0.25	0.25	0.10
The Witch-king:					
Lord Of Angmar	RW	R	12.00	8.00	7.50
Their Arrows Enrage	IS	C	0.25	0.25	0.10
Their Halls of Stone	DW	C	0.25	0.25	0.10
Their Power is in Terror	RW	U	1.00	1.00	0.80
There and Back Again	SH	C	0.25	0.25	0.10
They Are Coming	MO	C	0.25	0.25	0.10
Thin and Stretched	SA	R	4.00	4.00	3.50
Thrain: Dwarven Smith	DW	U	1.00	1.00	0.80
Threat of the Unknown	MO	C	0.25	0.25	0.10
Threshold of Shadow	RW	U	1.00	1.00	0.80
Thror's Map	SH	R	4.50	4.00	4.00
Through the Misty Mountains	MO	U	1.00	1.00	0.80
Tol Brandir	U	1.00	1.00	0.50	
Tower Lieutenant	SA	U	1.00	1.00	0.80
Traitor's Voice	IS	U	1.00	1.00	0.80
Treachery Deeper					
Than You Know	GA	C	0.25	0.25	0.10
Troll's Keyward	MO	R	4.00	4.00	3.50
Trollshaw Forest	U	1.00	1.00	0.50	
Troop of Uruk-hai	IS	R	4.20	4.00	3.30
Ulairé Attia:					
Keeper Of Dol Guldur	RW	R	7.50	6.00	5.00
Ulairé Cantata:					
Lieutenant Of Dol Guldur	RW	R	7.50	5.00	5.00
Ulairé Enquête:					
Lieutenant Of Morgul	RW	U	1.10	1.00	1.00
Ulairé Lemnaya:					
Lieutenant Of Morgul	RW	U	1.10	1.00	1.00
Ulairé Nelya:					
Lieutenant Of Morgul	RW	U	1.10	1.00	1.00
Ulairé Nertia:					
Messenger Of Dol Guldur	IS	U	1.10	1.00	1.00
Ulairé Ostia:					
Lieutenant Of Morgul	RW	U	1.30	1.00	1.00
Ulairé Toldda:					
Messenger Of Morgul	RW	R	7.00	5.00	4.80
Under the Watching Eye	SA	C	0.25	0.25	0.10
Unfamiliar Territory	MO	C	0.25	0.25	0.10
Uruk Bloodlust	IS	C	0.25	0.25	0.10
Uruk Brood	IS	C	0.25	0.25	0.10
Uruk Fighter	IS	C	0.25	0.25	0.10
Uruk Guard	IS	R	4.50	4.00	3.50
Uruk Lieutenant	IS	R	4.50	4.00	3.50
Uruk Messenger	IS	C	0.25	0.25	0.10
Uruk Rager	IS	C	0.25	0.25	0.10
Uruk Savage	IS	C	0.25	0.25	0.10
Uruk Shaman	IS	C	0.25	0.25	0.10
Uruk Slayer	IS	U	1.00	1.00	0.80
Uruk Soldier	IS	C	0.25	0.25	0.10
Uruk Spy	IS	R	4.50	4.00	4.00
Uruk Warrior	IS	C	0.25	0.25	0.10
Uruk-hai Armour	IS	C	0.25	0.25	0.10
Uruk-hai Raiding Party	IS	C	0.25	0.25	0.10
Uruk-hai Rampage	IS	U	1.00	1.00	0.80
Uruk-hai Sword	IS	C	0.25	0.25	0.10
Uruiwet: Maid Of Lórien	EL	C	0.25	0.25	0.10
Valiant Man of the West	GD	R	4.00	4.00	3.80
Wariness	IS	U	1.00	1.00	0.80
Wealth of Moria	DW	R	4.00	4.00	4.00
Weatherhills	U	1.00	1.00	0.50	
Westhertop	U	1.00	1.00	0.50	
Westfarthing	C	0.25	0.25	0.10	
What Are They?	GO	C	0.25	0.25	0.10
What Is This New Deviny?	MO	U	1.00	1.00	0.80
Worry	IS	U	1.00	1.00	0.80
Wreathed in Shadow	RW	U	1.00	1.00	0.80
You Bring Great Evil	SA	C	0.25	0.25	0.10
Total			790.75	715.65	572.65



PERGAMUM PROPHECY (200 Cards)

Buffy Set	300.00	300.00	300.00
Buffy Starter Box	92.25	88.00	83.50
Buffy Booster Box	106.75	97.75	89.00
Buffy Starter Deck	11.00	10.00	9.00
Buffy Booster Pack	3.60	3.40	3.20
CARD NAME			
1630 Revello Drive	U	0.80	0.50
A Boy and his Guillotine	R	4.00	2.50
A Dead Cheerleader is			
a Good Cheerleader	C	0.25	0.25
A Friend in Need	U	0.80	0.50
A Quick Jaunt to			
the Funeral Home	C	0.25	0.25
Aaah! Spiders!	C	0.25	0.25
Abduction	C	0.25	0.25
Absalom	U	0.80	0.50
Alone	R	4.00	2.50
Amber Grove	U	0.80	0.50
An Innocent Guillotine	U	0.80	0.50
Andrew Borba	U	0.80	0.50
Angel	R	7.00	3.00
Angel	R	7.00	3.00
Angel	P	3.70	3.30
Angel	P	3.70	3.30
Animal Intensity	C	0.25	0.25
Ashes of Five Dead	R	4.00	2.50
Babe-Inator	U	0.80	0.50
Bat Sonar	U	0.80	0.50
Billy Palmer	U	0.80	0.50
Blayne Mail	U	0.80	0.50
Body Switch	C	0.25	0.25
Book Learning	U	0.80	0.50
Box before the Idiot Box	C	0.25	0.25
Buffy Summers	UR	75.50	26.00
Buffy Summers	R	7.90	4.80
Buffy Summers	P	2.90	2.50
Buffy Summers	P	2.90	2.50
Caterflea Soylent Green	U	0.80	0.50
Catherine Madison	U	0.80	0.50
Cemetery	U	0.80	0.50
Cheerleader Tryouts	C	0.25	0.25
Chris Epps	U	0.80	0.50
Circle of Kayless	R	4.00	2.50
Claw	U	0.80	0.50
Clumsy Fingers	U	0.80	0.50
Coach Herold	U	0.80	0.50
Collin, The Anointed One	R	4.10	2.80
Collin, The Anointed One	R	4.10	2.80
Collin, The Anointed One	P	2.40	2.20
Collin, The Anointed One	P	2.40	2.20
Computer Invasion	U	0.80	0.50
Cordelia	U	0.80	0.50
CRD	U	0.80	0.50
Creep Factor	U	0.80	0.50
Cricket Snack	R	4.00	2.50
Daria	R	4.30	3.00
Decisions, Decisions...	R	4.00	2.50
Demon Theory	C	0.25	0.25
Demonic Smackdown	R	4.30	3.00
Demonology 101	U	0.80	0.50
Dig Up The Corpses	U	0.80	0.50
Dr. Gregory	U	0.80	0.50
Druisilla	R	4.30	3.00
Druisilla	R	4.30	3.00
Druisilla	P	2.40	2.20
Druisilla	P	2.40	2.20
Electrical Tunnels Schematic	C	0.25	0.25
Empty Puppet Case	C	0.25	0.25
Expert on Weird	U	0.80	0.50
Facing Your Fear	C	0.25	0.25
Fast Pace	U	0.80	0.50
Feast On Virgins	C	0.25	0.25
Feeding Time	C	0.25	0.25
Festival of Saint Vicious	U	0.80	0.50
Fire Axe	U	0.80	0.50
Football field	R	4.00	2.50
Fritz	U	0.80	0.50
From the Ashes of Five Dead	C	0.25	0.25
Giles-Mobile	U	0.80	0.50
Go Home And Listen			
To Country Music	R	4.00	2.50

Gone Binary	U	0.80	0.50
Hair Flip	U	0.80	0.50
Hank Summers	U	0.80	0.50
Harmony	U	0.80	0.50
Hit the Streets	C	0.25	0.25
Hospital	R	4.00	2.50
Hot Dog Surprise	R	4.00	2.50
Hyena exhibit	U	0.80	0.50
Hyenas in the Classroom	U	0.80	0.50
I Quit	U	0.80	0.50
I Robot, You Jane	R	4.30	3.00
Inside Joke	R	4.30	3.00
Jenny Calendar	U	0.80	0.50
Jesse	U	0.80	0.50
Join the Pep-Squad	R	4.00	2.50
Joyce Summers	U	0.80	0.50
Lair of the Master	R	4.30	3.00
Lounging About			
With Imbeciles	U	0.80	0.50
Lucky 19 Baseball Jersey	U	0.80	0.50
Luke	U	0.80	0.50
Madison House	U	0.80	0.50
Marc, The Organ Stealer	U	0.80	0.50
Master Bones	R	4.00	2.50
Mausoleum	C	0.25	0.25
May Queen Dress	U	0.80	0.50
Mayhem at the Bronze	C	0.25	0.25
Metal Robot Body	U	0.80	0.50
Mitch	U	0.80	0.50
Moloch, the Corruptor	U	0.80	0.50
Morning Person	U	0.80	0.50
My Spider Sense is Tingling	C	0.25	0.25
Natalie French	U	0.80	0.50
Natalie French's Cellar	C	0.25	0.25
Never Kill a Boy			
On the First Date	U	0.80	0.50
New Kid On The Block	C	0.25	0.25
Nightmares of Mine	R	4.30	3.00
Not Prepared For Farrah Fawcett	C	0.25	0.25
Number 1 Alternate	C	0.25	0.25
Offer of Holy Death	U	0.80	0.50
Off-the-charts Smart	U	0.80	0.50
Oh, May Queen	C	0.25	0.25
Oh, the "Other" Cemetery	U	0.80	0.50
On Patrol	C	0.25	0.25
Overhand Toss	C	0.25	0.25
Owen Thurman	U	0.80	0.50
Pack Rat	U	0.80	0.50
Parent Teacher Night	U	0.80	0.50
Pergamum Codex	R	4.30	3.00
Pergamum Prophecy	R	4.30	3.00
Pool of Blood	C	0.25	0.25
Power of the Black Mass	U	0.80	0.50
Power Station	C	0.25	0.25
Primal Connection	UR	23.75	20.00
Primal Urges	U	0.80	0.50
Priority Check	C	0.25	0.25
Public Restroom	C	0.25	0.25
Real Literary-like	R	4.00	2.50
Revolving the Master	U	0.80	0.50
Ring of Prophecy	U	0.80	0.50
Run, Fast!	R	4.00	2.50
Rupert Giles	R	4.30	3.00
Rupert Giles	R	4.30	3.00
Rupert Giles	P	2.40	2.20
Rupert Giles	P	2.40	2.20
Scully Me	U	0.80	0.50
Self-Referential Humor	R	4.00	2.50
Sentient Cheerleading Trophy	U	0.80	0.50
Shaky on the Dismount	U	0.80	0.50
Sid	U	0.80	0.50
Sledgehammer	U	0.80	0.50
Spellcasting Dolls	R	4.00	2.50
Spike	R	8.00	5.00
Spike	P	2.90	2.50
Spike	P	2.90	2.50
Stake & Crossbow	U	0.80	0.50
Stake 'em high	U	0.80	0.50
Streets of Sunnydale	C	0.25	0.25
Sunnydale Funeral Home	U	0.80	0.50
Sunnydale High			
School Auditorium	R	4.00	2.50
Sunnydale High School			
Computer Lab	U	0.80	0.50
Sunnydale High			
School Library	U	0.80	0.50
Sunnydale School Hallways	C	0.25	0.25
Sunnydale School Lawn	U	0.80	0.50
Sunset	R	4.00	2.50
Superior Fighting	R	4.00	2.50
Supernatural Boost	R	4.30	3.00
Talent Show	U	0.80	0.50
Technopaganism	U	0.80	0.50
Testosterone	C	0.25	0.25
The Bronze	C	0.25	0.25
The CPR Thing	C	0.25	0.25
The Dead Have Risen	UR	21.00	20.00
The Master	UR	32.50	21.00
The Master	R	4.80	4.00
The Master	P	2.60	2.20
The Master	P	2.60	2.20
The Master Returns	R	4.80	4.00
The Nest	C	0.25	0.25
The Old Madison			
Body-Switch	U	0.80	0.50
The Pack	U	0.80	0.50
The Talent Show			
Must Go On	R	4.00	2.50

The Three	U	0.80	0.50
The Ugly Man	U	0.80	0.50
Thrown to the Hyenas	C	0.25	0.25
Tome of Moloch	U	0.80	0.50
Trading Clothing	U	0.80	0.50
Trans-possession	R	4.10	2.80
Tunnels	U	0.80	0.50
Turn Them on Each Other	U	0.80	0.50
Two Gun Woo	C	0.25	0.25
Vampire Embrace	U	0.80	0.50
Varsity Training	C	0.25	0.25
Warehouse	U	0.80	0.50
Watch Zebras Mating	C	0.25	0.25
Watcher training	U	0.80	0.50
Weatherly Park Bike Trail	C	0.25	0.25
Welcome to the Harvest	C	0.25	0.25
When God Mothers Go Bad	U	0.80	0.50
Why Yes, I am			
a Praying Mantis	U	0.80	0.50
Willow Rosenberg	R	6.80	2.50
Willow Rosenberg	R	6.80	2.50
Willow Rosenberg	P	2.70	2.00
Willow Rosenberg	P	2.70	2.00
Wooly-Headed			
Liberal Thinking	C	0.25	0.25
Xander	U	0.80	0.50
You Can Trust			
the Technopagan	C	0.25	0.25
Young Frankenstein	C	0.25	0.25
Total		489.30	312.65



SAIYAN SAGA (250 Cards)

Saiyan Saga Set	277.50	275.00	272.50
Saiyan Saga Foil Set	118.75	115.75	113.00
Saiyan Saga Starter Box	96.75	94.50	92.25
Saiyan Saga Booster Box	71.50	63.00	54.50
Saiyan Saga Starter Deck	10.75	9.20	8.10
Saiyan Saga Booster Pack	3.40	3.10	2.80
Rare card	3.30	3.00	2.90
Uncommon card	0.70	0.50	0.50
Common card	0.20	0.10	0.10
Rare foil card	6.80	5.50	5.00
Uncommon foil card	1.40	1.20	1.00
Common foil card	0.50	0.50	0.50
BURGER KING PROMO CARDS			
Goku's Attack	U	5.00	5.00
Krillin's Anger	U	5.00	5.00
Krillin's Trick	U	5.00	5.00
Piccolo's Revenge	U	5.00	5.00
Frieza's Spirit	U	5.00	5.00
Super Saiyan Goku's Power	U	5.00	5.00
Vegeta's Smirk	U	5.00	5.00
OTHER PROMO CARDS			
Goku (iv 4)	P	5.00	5.00
Piccolo (iv 4)	P	5.00	5.00
Vegeta (iv 4)	P	5.00	5.00
Raditz (iv 4)	P	5.00	5.00
Gohan (iv 4)	P	5.00	5.00
Krillin (iv 4)	P	5.00	4.80
Nappa (iv 4)	P	5.00	4.80
error dupe of P1	P	6.00	5.40
error dupe of P7	P	6.00	5.40
FOIL PROMO CARDS			
Goku (iv 4)	P	17.75	15.00
Piccolo (iv 4)	P	16.25	15.00
Vegeta (iv 4)	P	17.50	15.00
Raditz (iv 4)	P	17.50	15.00
Gohan (iv 4)	P	17.50	15.00
Krillin (iv 4)	P	14.25	12.00
Nappa (iv 4)	P	14.25	12.00
TOP FOIL CARDS			
Earth Dragon Ball 6	R	7.20	6.00
Earth Dragon Ball 7	R	7.20	6.00
Saibaimen (iv 4)	R	7.20	6.00
Saibaimen (iv 3)	R	6.90	5.50
Saibaimen (iv 2)	R	6.90	5.50
CARD NAME			
Ally's Sacrifice	U	0.70	0.70
Battle Pausing	R	3.60	3.10
Black Bear Hug Drill	U	0.70	0.70
Black Defender Drill	U	0.70	0.70
Black Elbow Strike	U	0.70	0.70
Black Front Kick	U	0.70	0.70
Black Side Kick	U	0.70	0.70
Black Striking Drill	U	0.70	0.70
Blazing Angel!	U	0.70	0.70
Blue Breakfall Drill	U	0.70	0.70
Blue Cradle Drill	U	0.70	0.70
Blue Deceiving Drill	U	0.70	0.70
Blue Enemies Drill	U	0.70	0.70
Blue Off-Balancing	U	0.70	0.70
Opponent Drill	U	0.70	0.70
Blue One Arm			
Shoulder Throw	C	0.40	0.25
Blue Reversal Drill	U	0.70	0.70
Bulma (iv 1)	U	0.70	0.70
Bulma Finds a Dragon Ball	R	3.60	3.50
Chi-Chi (iv 1)	U	0.70	0.70
Chi-Chi (iv 2)	U	0.70	0.70
Chi-Chi's Physical			
Defense	URF	42.25	38.00
Dream Fighting	R	3.60	3.10

Earth Dragon Ball 3	U	0.70	0.70	0.50
Earth Dragon Ball 4	U	0.70	0.70	0.50
Earth Dragon Ball 5	U	0.70	0.70	0.50
Earth Dragon Ball 6	R	4.30	3.60	3.40
Earth Dragon Ball 7	R	3.90	3.60	3.00
Earth Dragon Ball Capture R	R	3.60	3.30	2.90
Earth Dragon Ball Combat R	R	3.60	3.30	2.90
Eyes of the Dragon	U	0.70	0.70	0.50
Gohan (iv 1)	X	2.70	1.30	1.00
Gohan (iv 1HT)	XF	2.90	2.10	1.20
Gohan (iv 2)	X	2.70	1.30	1.00
Gohan (iv 3)	X	2.70	1.30	1.00
Goku (iv 1)	X	2.30	1.30	1.00
Goku (iv 1HT)	XF	3.00	2.30	1.20
Goku (iv 2)	X	2.70	1.30	1.00
Goku (iv 3)	X	2.70	1.30	1.00
Goku's Capturing Drill	R	3.60	3.50	2.90
Goku's Lucky Break	R	3.60	3.50	2.90
Goku's Mixing Drill	R	3.60	3.50	2.90
Goku's Plan	URF	40.00	37.75	28.00
Goku's Truce	URF	40.00	37.75	28.00
King Kai's Calming	R	3.60	3.50	2.90
Krillin (iv 1)	X	2.30	1.30	1.00
Krillin (iv 1HT)	XF	3.00	2.30	1.20
Krillin (iv 2)	X	2.70	1.30	1.00
Krillin (iv 3)	X	2.70	1.30	1.00
Krillin's Drill	R	3.60	3.50	2.90
Krillin's Energy Disk	R	3.60	3.50	2.90
Medic Kit	URF	35.75	33.50	19.25
Meditation Drill	U	0.70	0.70	0.50
Mother's Touch	U	0.70	0.70	0.50
Nappa (iv 1)	X	2.30	1.30	1.00
Nappa (iv 1HT)	XF	3.00	2.30	1.20
Nappa (iv 2)	X	2.70	1.30	1.00
Nappa (iv 3)	X	2.70	1.30	1.00
Nappa's Energy Aura	U	0.70	0.70	0.50
Nappa's Physical Resistance	U	0.70	0.70	0.50
Orange Body Shifting Drill	U	0.70	0.70	0.50
Orange Focusing Drill	R	3.60	3.50	2.90
Orange Joint Restraint Drill	U	0.70	0.70	0.50
Orange Lifting Drill	U	0.70	0.70	0.50
Orange Spontaneous Drill	U	0.70	0.70	0.50
Orange Tripping Drill	U	0.70	0.70	0.50
Piccolo (iv 1)	X	2.30	1.30	1.00
Piccolo (iv 1HT)	XF	3.00	2.30	1.20
Piccolo (iv 2)	X	2.70	1.30	1.00
Piccolo (iv 3)	X	2.70	1.30	1.00
Piccolo Defense Drill	U	0.70	0.70	0.50
Power Up the Most!	U	0.70	0.70	0.50
Raditz (iv 1)	X	2.70	1.30	1.00
Raditz (iv 1HT)	XF	3.00	2.30	1.20
Raditz (iv 2)	X	2.70	1.30	1.00
Raditz (iv 3)	X	2.70	1.30	1.00
Raditz Energy Burst	R	3.60	3.50	2.90
Raditz Physical Defense	U	0.70	0.70	0.50
Red Penetrating				
Defense Drill	U	0.70	0.70	0.50
Red West Control Drill	U	0.70	0.70	0.50
Roshi Training	U	0.70	0.70	0.50
Sabaimen (iv 4)	R	3.80	3.50	2.90
Saiyan Appraisal Maneuver	R	3.60	3.30	3.00
Saiyan Mental Energy Attack	U	0.70	0.70	0.50
Saiyan Power Drill	R	3.80	3.50	2.90
Saiyan Truce Card	R	3.80	3.50	3.20
Tien (iv 1)	U	0.70	0.70	0.50
Tien (iv 2)	U	0.70	0.70	0.50
Vegeta (iv 1)	X	2.70	1.30	1.00
Vegeta (iv 1HT)	XF	3.00	2.30	1.20
Vegeta (iv 2)	X	2.70	1.30	1.00
Vegeta (iv 3)	X	2.70	1.30	1.00
Vegeta's Energy Blast	U	0.70	0.70	0.50
Vegeta's Plans	R	3.80	3.50	2.90
Vegeta's Quickness Drill	R	3.80	3.50	3.20
Yajirobe (iv 1)	U	0.70	0.70	0.50
Yajirobe (iv 2)	U	0.70	0.70	0.50
Yajirobe's Energy Attack	U	0.70	0.70	0.50
Yamcha (iv 1)	U	0.70	0.70	0.50
Yamcha (iv 2)	U	0.70	0.70	0.50
FRIEZA SAGA (125 Cards)	UPR		MED	LOW
Frieza SAGA Set		135.75	129.00	122.00
Complete Foil Set		102.50	255.25	240.25
Frieza SAGA Booster Box		27.00	50.00	87.50
Frieza SAGA Booster Pack		4.10	3.50	2.90
Rare foil card		8.00	7.00	5.00
Uncommon foil card		1.50	1.50	1.50
Common foil card		0.50	0.50	0.50
Rare card		3.00	3.00	3.00
Uncommon card		0.90	0.50	0.50
Common card		0.20	0.10	0.10
TRUNKS SAGA PREVIEW FOILS	UPR		MED	LOW
The Talking Ends Here!	C	1.30	1.00	0.80
Just Kidding	C	1.00	0.50	0.50
No, Really Drill?	U	2.50	2.00	1.50
Good Advice	U	2.50	2.00	1.50
The Luck of Trunks	R	6.10	6.00	5.50
Trunks did What?	R	6.10	6.00	5.50
TRUNKS SAGA PREVIEW	UPR		MED	LOW
The Talking Ends Here!	C	0.45	0.25	0.15
Just Kidding	C	0.25	0.25	0.15
No, Really Drill?	U	1.00	1.00	0.80
Good Advice	U	1.00	1.00	0.80
The Luck of Trunks	R	3.00	3.00	3.00
Trunks did What?	R	3.00	3.00	3.00
PROMO CARDS	UPR		MED	LOW
King Cold Smiles	Pr	5.20	5.10	5.00
The Luck of Trunks	Pr	5.20	5.10	5.00
Frieza's Luck	Pr	5.50	5.30	5.00
Frieza's Rage	Pr	5.50	5.30	5.00



Confrontation	Pr	6.00	6.00	6.00
Concentration Drill	Pr	6.00	6.00	6.00
Blue Battle Drill	Pr	6.00	6.00	6.00
Tien Stands Ready	Pr	6.00	6.00	6.00
King Cold's Sword Trick	Pr	6.00	6.00	6.00
Garlic Jr.'s Revenge	Pr	6.00	6.00	6.00
Trunks Power Strike	Pr	7.20	6.50	6.00
Surprise!	Pr	7.00	6.80	6.40
Showerdown	Pr	6.00	6.00	6.00
ANDROID PREVIEW FOILS				
Android 20 Absorbing Drill	C	1.50	1.00	0.80
Android 20 Powers Up	C	1.50	1.00	0.80
Android Effect	C	3.00	2.10	2.00
Super Saiyan Effect	C	3.00	2.10	2.00
Too Late	R	7.60	6.20	5.60
Trunks Finds the Answer	R	8.60	8.20	7.60
ANDROID PREVIEW CARDS				
Android 20 Absorbing Drill	C	0.25	0.25	0.10
Android 20 Powers Up	C	0.25	0.25	0.10
Android Effect	U	1.00	1.00	1.00
Super Saiyan Effect	U	1.00	1.00	1.00
Too Late	R	3.10	3.00	3.00
Trunks Finds the Answer	R	4.10	4.00	4.00
TOP FOIL CARDS				
Black Style Mastery	R	8.00	7.00	5.00
Blue Style Mastery	R	8.00	7.00	5.00
Gohan Empowered (M4) R	8.20	8.00	7.00	5.00
Goku, the Unbeatable (M4) UR	40.50	40.00	40.00	40.00
Goku's Battle Ready	R	7.30	7.00	6.50
Guru as Your Ally	R	7.30	7.00	6.50
Guru Fades	R	7.30	7.00	6.50
King Cold, the	R	30.25	30.00	22.75
All Powerful (Lv4) U	30.25	30.00	22.75	
King Kai's Thoughts	R	7.30	7.00	6.50
Krillin (M1) U	7.30	7.00	6.50	
Krillin Enraged (M2) R	8.20	7.00	5.00	
Krillin, the Warrior (M3) R	8.20	7.00	5.00	
Namek Dragon Ball 6	R	8.20	8.00	7.00
Namek Dragon Ball 7	R	8.20	8.00	7.00
Namekian Style Mastery R	8.20	7.00	5.00	
Orange Style Mastery	R	8.20	7.00	5.00
Piccolo Enraged (M4) R	8.10	7.50	7.00	
Red Destruction Blast	R	7.30	7.00	6.50
Red Style Mastery	R	8.20	7.00	5.00
Trunks, the Hero (M4) R	8.20	8.00	7.00	
Vegeta Scans the City	R	7.30	7.00	6.50
Vegeta, Saiyan Prince (M4) R	8.00	7.00	5.00	
Villain's True Power	UR	21.75	21.50	20.75
What Was I Thinking	R	7.30	7.00	6.50
Where There's Life	UR	20.75	20.00	20.00
There's Hope	UR	20.75	20.00	20.00
CARD NAME				
Black Smoothness Drill	R	3.90	3.30	3.00
Black Style Mastery	R	4.80	3.80	3.10
Blue Awakening	U	0.80	0.60	0.50
Blue Style Mastery	R	5.00	4.60	3.70
Captain Ginyu (M1) U	0.80	0.60	0.50	
Captain Ginyu	U	0.80	0.60	0.50
Changes (M3) U	0.80	0.60	0.50	
Captain Ginyu	U	0.80	0.60	0.50
The Leader (M2) U	0.80	0.60	0.50	
Dodoria (M1) U	0.80	0.60	0.50	
Dodoria the Mooking (M3) U	0.80	0.60	0.50	
Dodoria, In Flight (M2) U	0.80	0.60	0.50	
Frieza's Ready	U	0.90	0.60	0.50
Frieza's Irritation Grows	U	0.90	0.60	0.50
Frieza, the Revived (M4) U	0.90	0.60	0.50	
Garlic Jr., the	U	0.90	0.60	0.50
Void Master (M4) U	0.90	0.60	0.50	
Gohan Empowered (M4) R	5.60	4.30	4.00	
Gohan, the Warrior (M3) X	3.80	3.50	3.30	
Goku's Battle Ready	R	3.80	3.40	3.00
Goku, the Unbeatable (M4) UR	51.25	40.00	28.00	
Guru as Your Ally	R	4.10	3.50	3.00
Guru Fades	R	4.10	3.50	3.00
Jeice With Style (M2) U	1.00	0.80	0.60	
Jeice, the Merciless (M3) U	1.00	0.80	0.60	
King Cold Smiles	C	0.25	0.20	0.10
King Cold	U	38.25	27.00	21.00
All Powerful (M4) U	38.25	27.00	21.00	
King Kai's Thoughts	R	3.50	3.50	3.00
Krillin (M1) U	3.80	3.50	3.00	
Krillin Enraged (M2) R	3.70	3.30	3.00	
Krillin Lashes Out	C	0.25	0.20	0.10
Krillin Takes a Shot	C	0.25	0.20	0.10
Krillin's Heat Seeking Blast	R	3.70	3.30	3.00
Krillin's Quest	U	1.00	0.60	0.50

Krillin, the Warrior (M3)	R	3.90	3.30	3.00
Nail Combat Drill	R	3.90	3.30	3.00
Nail Takes Extra Effort	R	3.90	3.30	3.00
Namek Dragon Ball 1	C	0.25	0.20	0.10
Namek Dragon Ball 2	C	0.25	0.20	0.10
Namek Dragon Ball 3	U	0.80	0.60	0.50
Namek Dragon Ball 4	U	0.90	0.60	0.50
Namek Dragon Ball 5	R	4.00	3.30	3.00
Namek Dragon Ball 6	R	4.60	4.10	3.60
Namek Dragon Ball 7	R	4.60	4.10	3.60
Namek Dragon Ball Combat R	4.00	3.80	3.10	
Namek Dragon Ball Wish R	4.00	3.80	3.10	
Namekian Attack Drill	U	1.00	0.60	0.50
Namekian Blocking Defense C	0.25	0.20	0.10	
Namekian Braced Attack C	0.25	0.20	0.10	
Namekian Glare Attack C	0.25	0.20	0.10	
Namekian Style Mastery R	4.80	3.80	3.10	
Namekian Thrust	C	0.25	0.20	0.10
Orange Dashing Out Punch C	0.25	0.20	0.10	
Orange Energy Dan Drill R	3.90	3.30	3.00	
Orange Power Shifting Drill C	0.25	0.20	0.10	
Orange Resistance	U	1.00	0.60	0.50
Orange Special	U	0.80	0.60	0.50
Beam Cannon Drill	U	0.80	0.60	0.50
Orange Straight Jab	C	0.25	0.20	0.10
Orange Style Mastery	R	4.00	3.30	3.00
Piccolo Enraged (M4)	R	4.10	4.00	3.80
Red Destruction Blast	R	3.80	3.50	3.00
Red Energy Shield	C	0.25	0.20	0.10
Red Evasion Drill	R	3.70	3.30	3.00
Red Face Upheaval	U	1.00	0.60	0.50
Red Gravity Drill	C	0.25	0.20	0.10
Red Implosion Lunge	C	0.25	0.20	0.10
Red Style Mastery	R	4.80	3.80	3.10
Saiyan Knee Strike	U	1.00	0.60	0.50
Saiyan Style Mastery	R	4.80	3.80	3.10
Spice and His Friends	C	0.25	0.20	0.10
Spice, the Punisher (M4)	U	1.00	0.80	0.50
Straining Outburst Move C	0.25	0.20	0.10	
Trunks Effortless Drill	U	0.90	0.60	0.50
Trunks, the Hero (M4)	R	4.10	3.80	3.10
Vegeta, Saiyan Prince (M4)	R	5.20	3.80	3.10
Villain's True Power	UR	36.00	20.00	20.00
Vinegar Has Plans	C	0.25	0.20	0.10
Vinegar, the Attacker (M4)	U	0.90	0.60	0.50
Where There's Life	UR	25.75	20.00	20.00
There's Hope	UR	25.75	20.00	20.00
ANDROIDS SAGA (125 Cards)				
Androids Saga Set		205.00	200.00	195.00
Androids Foil Set		420.00	420.00	420.00
Androids Saga Booster Box	92.25	89.75	87.50	
Androids Saga Booster Pack	4.00	3.70	3.30	
Rare foil card	8.40	8.00	5.00	
Uncommon foil card	1.50	1.50	1.00	
Common foil card	0.50	0.50	0.50	
Rare card	4.00	3.50	3.00	
Uncommon card	0.70	0.50	0.50	
Common card	0.20	0.10	0.10	
PROMO CARDS				
The Eyes Have It	Pr	9.60	7.70	5.50
Foreboding Evidence	Pr	9.50	8.00	6.00
A Burst of Energy	Pr	9.50	6.00	4.00
Krillin's Search	Pr	9.60	7.70	5.50
Android 19 is Stoic	Pr	9.60	7.70	5.50
Krillin is Ready	Pr	9.50	8.00	6.00
Android 16 Smiles	Pr	9.60	7.70	5.50
Yamcha's Right Cross	Pr	9.60	7.70	5.50
Goku's Hesitation	Pr	9.60	7.70	5.50
Planet Vegeta	Pr	10.00	9.50	6.00
CELL PREVIEW FOILS				
Cell Smiles	C	0.90	0.80	0.60
Cell's Dark Attack	C	0.90	0.80	0.60
Cell's Energy Blast	U	3.30	2.50	1.80
Cell's Defense	U	3.30	2.50	1.80
Awful Abrasions	R	8.30	8.20	8.10
Cell's Threatening Position	R	8.30	8.20	8.10
CELL PREVIEW CARDS				
Cell Smiles	C	0.45	0.25	0.15
Cell's Dark Attack	C	0.45	0.25	0.15
Cell's Energy Blast	U	1.70	0.60	0.50
Cell's Defense	U	1.70	0.60	0.50
Awful Abrasions	R	4.20	4.00	3.30
Cell's Threatening Position	R	4.20	4.00	3.30
TOP FOIL CARDS				
The Hero is Down	UR	37.50	35.00	27.50
Trunks Guardian Drill	UR	37.50	35.00	27.50

CARD NAME					RAR	UPR	MED	LOW
Android 16 (M1)	R	4.20	4.00	4.00				
Android 17 (M1)	R	4.20	4.00	4.00				
Android 17 Smirks	U	4.00	4.00	3.30				
Android 17's Back Bash	U	0.80	0.60	0.50				
Android 17's Haymaker	U	0.80	0.60	0.50				
Android 18 (M1)	R	4.20	4.00	4.00				
Android 18's Stare Down	R	4.00	4.00	4.00				
Android 19 (M1)	R	4.20	4.00	4.00				
Android 19's Distress	R	4.00	4.00	3.30				
Android 20 (M1)	R	4.20	4.00	4.00				
Android 20's Search Pattern	U	0.80	0.60	0.50				
Black Anger Stance	U	0.80	0.60	0.50				
Black Energy Assault	U	0.80	0.60	0.50				
Black Off-Balancing Punch	U	0.80	0.60	0.50				
Black Power Up	U	0.80	0.60	0.50				
Black Studying Drill	U	0.80	0.60	0.50				
Blue Holding Drill	U	0.80	0.60	0.50				
Bulma's Looking Good	U	0.80	0.60	0.50				
Goku's Heart Disease	R	4.20	4.00	3.30				
Knockout Drill	R	4.20	4.00	3.30				
Namekian Finishing Effort	U	0.80	0.60	0.50				
Orange Energy Phasing Drill	U	0.80	0.60	0.50				
Orange Eye Beam	R	4.00	4.00	3.30				
Orange Searching Maneuver	R	4.00	4.00	3.30				
Orange Stare Down	U	0.80	0.60	0.50				
Orange Uppercut	U	0.80	0.60	0.50				
Piccolo, the Trained (M1)	R	4.20	4.00	4.00				
Red Counterstrike	R	4.20	4.00	3.30				
Red Dueling Drill	U	0.80	0.60	0.50				
Red Hunting Drill	U	0.80	0.60	0.50				
Red Lifting Kick	U	0.80	0.60	0.50				
Red Tactical Drill	R	4.20	4.00	3.30				
Saiyan Destiny	U	0.80	0.60	0.50				
Saiyan Face Storm	R	4.00	3.90	3.20				
Saiyan Focus	U	0.80	0.60	0.50				
Saiyan Left Kick	U	0.80	0.60	0.50				
Saiyan Lightning Dodge	R	4.20	3.90	3.20				
Straining Energy Blast Move	U	0.80	0.60	0.50				
Straining Jump Kick Move	U	0.80	0.60	0.50				
The Hero is Down	UR	50.00	20.00	18.00				
Tien, the Watcher (M4)	R	4.80	4.10	4.00				
Tien's Mental Conditioning	U	0.80	0.60	0.50				
Tien's Solar Flare	U	0.80	0.60	0.50				
Trunks Guardian Drill	UR	50.00	20.00	15.00				
Unexpected Company	U	0.80	0.60	0.50				
Vegeta, the Ready (M1)	R	5.00	4.60	4.10				
Yajirobe, the	R	4.80	4.10	3.80				
Unstoppable (M4)	R	4.80	4.10	3.80				
Yamcha is There (M4)	R	4.80	4.10	3.80				
CELL SAGA (200 Cards)					UPR	MED	LOW	
Cell Saga Set		301.00	299.00	297.00				
Cell Saga Starter Box		104.50	103.00	101.50				
Cell Saga Starter Deck		13.00	11.75	11.00				
Cell Saga Booster Box		95.50	95.00	90.00				
Cell Saga Booster Pack		3.70	3.50	3.50				
Rare foil		7.30	6.50	5.80				
Uncommon foil		2.30	2.00	1.90				
Common foil		0.80	0.60	0.50				
Rare card		4.00	3.00	3.00				
Uncommon card		1.00	1.00	0.80				
Common card		0.25	0.25	0.10				
Fixed Card (X)		3.00	2.00	1.50				
PROMO CARDS					UPR	MED	LOW	
Cell's Self Destruct (tournaments)		8.10	7.00	6.00				
Cell's Domination Drill (Soye)		5.00	4.00	3.00				
Kami's Idea (volunteers)		13.75	8.00	5.30				
He's Safe (magazine)		5.30	4.50	3.80				
Just Thinking (web offer)		9.80	7.00	5.30				
Land in Pain (tournaments)		6.00	6.00	5.00				
It's All About Time (Capsule Corp)		17.30	6.50	5.30				
Trunks Thinking (Funimation)		6.00	5.50	4.50				
Looking Good (Inquest)		6.00	5.50	4.50				
Piccolo's First Block (mail tour)		8.50	7.00	5.30				
CELL GAMES PREVIEW FOILS					UPR	MED	LOW	
Cell's Draining	Pre	4.10	3.30	2.40				
Cell's Arena	Pre	6.00	6.00	6.00				
Cell's Last Strike	Pre	4.10	3.30	2.40				
They're All There	Pre	5.00	5.00	5.00				
Heroes' Background	Pre	8.00	8.00	8.00				
Cell's Style	Pre	6.00	6.00	6.00				
CELL GAMES PREVIEW CARDS					UPR	MED	LOW	
Cell's Draining	Pre	3.00	3.00	3.00				
Cell's Arena	Pre	4.00	3.00	2.50				
Cell's Last Strike	Pre	3.00	3.00	3.00				
They're All There	Pre	3.00	3.00	3.00				
Heroes' Background	Pre	5.10	3.00	3.00				
Cell's Style	Pre	4.00	3.00	3.00				
TOP FOIL CARDS					RAR	UPR	MED	LOW
Android 18 (Lv4)	R	8.50	7.00	5.80				
Black Style Mastery	R	8.00	7.50	6.50				
Cell's Style Mastery	R	8.00	7.50	6.50				
Cell, the Destroyer (Lv4)	R	10.50	9.00	7.30				
Cell, the Master (Lv5)	R	12.75	10.00	7.30				
Dende Dragon Ball 6	R	8.00	7.50	6.50				
Dende Dragon Ball 7	R	8.30	7.50	6.50				
Gohan, Ascendant (Lv4)	R	10.50	9.00	7.30				
Gohan, the Winner (Lv5)	R	11.25	9.00	7.30				
Goku (Lv4)	R	9.00	8.00	7.30				
Krillin, the Mighty (Lv4)	R	8.00	8.00	7.30				
Namekian Style Mastery	R	8.00	7.50	6.50				
Orange Style Mastery	R	8.30	7.50	6.50				
Piccolo, the Namek (Lv4)	R	8.00	7.50	6.50				
Red Style Mastery	R	8.30	7.50	6.50				
Saiyan Style Mastery	R	8.30	7.50	6.50				
Trunks, the Powerful (Lv4)	R	12.00	10.00	7.30				
Vegeta, Ascendant (Lv4)	R	12.00	10.00	7.30				
CARD NAME					RAR	UPR	MED	LOW
Android 16,								
the Fighter (Lv3)	HT	6.00	5.10	5.00				

CARD NAME	RAR	UPR	MED	LOW
Care of Magical Creatures	L	0.25	0.10	0.10
Charms	L	0.30	0.10	0.10
Dean Thomas	H	11.25	7.50	6.00
Delivery Owl	R	4.10	3.00	3.00
Diagon Alley	U	1.00	1.00	0.50
Draco Malfoy	H	9.80	6.00	5.50
Draco Malfoy	F	8.00	5.00	3.50
Dragon's Escape	F	8.00	5.00	4.50
Draught of Living Death	R	4.10	3.00	2.80
Elk of Life	F	9.00	5.50	4.50
Griphox Cart Ride	F	8.00	5.00	4.50
Hannah Abbott	H	11.50	7.00	6.00
Harry Hunting	R	4.10	3.00	2.80
Harry Potter	H	22.50	15.00	12.00
Hermione Granger	H	9.80	6.00	6.00
Hermione Granger	F	8.00	5.00	3.50
History of Magic	R	3.10	3.00	2.80
Human Chess Game	F	8.00	5.00	4.00
Incendio	R	4.00	3.00	2.80
Invisibility Cloak	F	8.00	5.50	4.50
Malevolent Mixture	R	4.10	3.00	2.80
Meet the Centaurs	R	4.00	3.00	2.80
Mountain Troll	R	4.00	3.00	2.80
Mrs Norris	R	4.00	3.00	2.80
Nearly Headless Nick	H	11.50	8.00	6.00
Norbert	R	4.10	3.00	2.80
Obliviate	F	8.20	5.00	5.00
Phoenix Feather Wand	R	4.00	3.00	2.80
Platform 9 3/4	R	4.90	3.00	2.80
Potion Ingredients	R	4.00	3.00	2.80
Potions	L	0.50	0.50	0.10
Professor Filius Flitwick	H	11.50	8.00	6.00
Professor Severus Snape	H	11.50	8.00	6.00
Raven to Writing Desk	R	4.00	3.00	2.80
Ron Weasley	H	11.50	7.50	6.00
Rubens Hagrid	H	11.50	7.50	6.00
Shrinking Potion	R	4.00	3.00	2.80
Tillandia	R	4.00	3.00	2.80
Transfiguration	L	0.30	0.10	0.10
Transfiguration Exam	R	4.10	3.00	2.80
Transfiguration Test	R	4.00	3.00	2.80
Troll in the Bathroom	F	8.70	5.00	5.00
Unicorn	F	9.00	8.00	5.50

QUIDDITCH CUP (116 Cards)	UPR	MED	LOW
Harry Potter Set	133.50	120.00	107.50
Harry Potter Starter Box	82.50	70.00	56.00
Harry Potter Booster Box	90.00	85.00	85.00
Harry Potter 2-Player Starter	10.00	10.00	9.50
Harry Potter Booster Pack	3.30	3.00	2.80
Rare Card Foil Multiplier	2.80	2.10	2.00

CARD NAME	RAR	UPR	MED	LOW
Bloodroot Poison	C	0.25	0.25	0.10
Bludger	R	4.00	3.00	3.00
Bravado	C	0.25	0.25	0.10
Bruswever Balm	C	0.25	0.25	0.10
Care of Magical Creatures	L	0.30	0.25	0.20
Catch the Snitch	R	4.00	3.80	3.00
Charms	L	0.30	0.25	0.20
Charms Exam	R	4.00	3.00	2.50
Cheatsheet Frogs	U	1.00	0.80	0.50
Cleansweep Seven	C	0.25	0.25	0.10
Cobbling	C	0.25	0.25	0.10
Cobra Lily	C	0.25	0.25	0.10
Cornel Two Sixty	U	1.00	0.80	0.50
Cunning Fox	C	0.25	0.25	0.10
Defence!	U	1.00	0.80	0.50
Desk Into Pig	C	0.25	0.25	0.10
Devil's Snare	U	1.00	0.80	0.50
Diffindo	U	0.80	0.80	0.50
Doxy	U	1.00	0.80	0.50
Drowsiness Draught	C	0.25	0.25	0.10
Fluffy	R	6.00	4.80	4.00
Fouled!	C	0.25	0.25	0.10
Fred & George Weasley	R	4.10	4.00	3.00
Gaze Into the Mirror	R	4.00	3.00	3.00
Gold Cauldron	R	4.00	3.00	2.80
Golden Snitch	R	4.10	4.00	2.50
Gone!	C	0.25	0.25	0.10
Hagrid Needs Help	R	4.00	4.00	3.00
Halloween Feast	R	4.00	3.80	3.00
Harry the Seeker	R	6.00	4.10	4.00
Hospital Bed	R	4.00	3.00	3.00
Hufflepuff Match	U	1.00	0.80	0.50
In the Stands	U	1.00	0.80	0.50
Into the Forbidden Forest	U	1.00	0.80	0.50
Jawbind Potion	U	1.00	0.80	0.50
Madam Rolanda Hooch	R	4.10	4.00	3.80
Marcus Flint	R	4.00	4.00	3.00
Mice to Snuffboxes	C	0.25	0.25	0.10
Missing Parchment	U	1.00	0.80	0.50
Mopius Potion	C	0.25	0.25	0.10
Neville Longbottom	R	4.00	4.00	2.80
Nimbus Two Thousand	R	4.00	3.80	3.00
No Time to Play	R	4.00	3.80	3.00
Oliver Wood	R	4.10	4.00	3.80
Ouch!	C	0.25	0.25	0.10
Out of Control	R	4.80	4.00	3.00
Penalty Shot	U	1.00	0.80	0.50
Pep Talk	U	1.00	0.80	0.50
Petrificus Totalus	U	1.00	0.80	0.50
Potions	L	0.30	0.25	0.20
Potions Class Disaster	R	4.10	4.00	3.00
Power Play	U	1.00	0.80	0.50
Practice Match	C	0.25	0.25	0.10
Prof. Minerva McGonagall	R	4.10	4.00	3.80
Pulling Up	C	0.25	0.25	0.10
Put-Outer	R	4.00	3.80	3.00

Quidditch	L	0.30	0.25	0.20
Race for the Snitch	U	1.00	0.80	0.50
Ravenclaw Match	R	4.00	3.80	3.00
Research	C	0.25	0.25	0.10
Rope Bind	C	0.25	0.25	0.10
Scabbers	R	4.00	4.00	3.00
Seamus Finnigan	R	4.10	4.00	4.00
Searching for the Snitch	C	0.25	0.25	0.10
Slytherin Match	R	4.00	3.80	3.00
Smash!	C	0.25	0.25	0.10
Snake's Bias	U	1.00	0.80	0.50
Start-of-Term Feast	R	4.10	3.80	3.00
Sticking Up for Neville	U	1.00	0.80	0.50
Strategy Session	U	1.00	0.80	0.50
Stream of Flames	C	0.25	0.25	0.10
Streeler	C	0.25	0.25	0.10
Support Banner	R	4.00	3.80	3.00
Swarm!	C	0.25	0.25	0.10
The Sorting Hat	R	4.00	3.80	3.00
Time Out	C	0.25	0.25	0.10
Transfiguration	L	0.30	0.25	0.20
Trevor	R	4.00	3.30	3.00
Vanish	C	0.25	0.25	0.10
Weakness Potion	U	1.00	0.80	0.50
Total		153.15	136.70	107.50

DIAGON ALLEY (80 Cards)	UPR	MED	LOW
Diagon Alley Set	178.75	157.50	136.25
Diagon Alley Starter Box	89.75	89.50	89.25
Diagon Alley Booster Box	94.50	89.00	84.50
Diagon Alley 2-Player Starter	11.00	10.00	9.80
Diagon Alley Booster Pack	3.50	3.10	3.00
Rare Card Foil Multiplier	2.50	2.00	1.90

CARD NAME	RAR	UPR	MED	LOW
A Beginner's Guide				
to Transfiguration	C	0.25	0.25	0.25
Alhohsy Draught	U	0.80	0.80	0.50
Barn Owl	U	0.80	0.80	0.50
Beater Grabs the Snitch	R	3.00	3.00	2.50
Beetle Eyes	U	0.80	0.80	0.50
Biased Commentary	U	0.80	0.80	0.50
Bludger in the Stands	C	0.25	0.25	0.25
Blue Wig	C	0.25	0.25	0.25
Bluebellie Broom	U	0.80	0.80	0.50
Bulgeye Potion	R	3.00	3.00	2.50
Butterfly Weed Balm	C	0.25	0.25	0.25
Cancelled Practice	C	0.25	0.25	0.25
Care of Magical Creatures	L	1.00	0.10	0.10
Cauldron Shop	U	0.80	0.80	0.50
Charms	L	1.00	0.10	0.10
Christmas Feast	R	3.00	3.00	3.00
Colloshoo	U	0.80	0.80	0.50
Charging-Link Ring	R	3.00	3.00	3.00
Dog Biscuits	C	0.25	0.25	0.25
Dogbane Potion	C	0.25	0.25	0.25
Draco Malfoy, Slytherin	R	3.00	3.00	3.00
Dragon-Hide Gloves	R	3.00	3.00	3.00
Eel Eyes	U	0.80	0.80	0.50
Eeyloyon Emporium	R	3.00	3.00	3.00
Fantastic Beasts & Where to Find Them	C	0.25	0.25	0.25
Flipendo	C	0.25	0.25	0.25
Flourish and Blotts	R	3.00	3.00	2.50
Freeze!	C	0.25	0.25	0.25
Frog-Spawn	U	0.80	0.80	0.50
Good Night's Sleep	R	3.00	3.00	3.00
Gringotts	R	3.00	3.00	3.00
Gringotts Vault Key	R	3.00	3.00	3.00
Griphook	R	3.00	3.00	3.00
Gryffindor Match	R	3.00	3.00	3.00
Hagrid, Keeper of Keys	R	3.50	3.00	3.00
Hagrid's Umbrella	R	3.00	3.00	3.00
Hebridean Black Dragon	R	3.50	3.00	3.00
Hedwig	R	3.00	3.00	3.00
Hermione, Top Student	R	3.00	3.00	3.00
Injured	U	0.80	0.80	0.50
Lapflops	U	0.80	0.80	0.50
Lee Jordan	R	3.00	3.00	3.00
Letters From No One	R	3.00	3.00	3.00
Madam Irma Prince	R	3.00	3.00	3.00
Madam Malkin's Robes	U	0.80	0.80	0.50
Magical Drafts and Potions	C	0.25	0.25	0.25
Mid-air Collision	C	0.25	0.25	0.25
Moonsend Poison	C	0.25	0.25	0.25
Picking on Neville	C	0.25	0.25	0.25
Pigley Dudley	C	0.25	0.25	0.25
Porcupine Robe	U	0.80	0.80	0.50
Potions	L	1.00	0.10	0.10
Practical Joke	U	0.80	0.80	0.50
Professor Quirinus Quirrell	R	3.80	3.00	3.00
Quality Quidditch Supplies	U	0.80	0.80	0.50
Quick Thinking	C	0.25	0.25	0.25
Quidditch	L	1.00	0.10	0.10
Quidditch Through the Ages	C	0.25	0.25	0.25
Quintaped	U	0.80	0.80	0.50
River Troll	C	0.25	0.25	0.25
Screech Owl	C	0.25	0.25	0.25
Self-Stirring Cauldron	R	3.00	3.00	3.00
Silver Unicorn Horn	R	4.00	3.00	3.00
Sloth Grip	C	0.25	0.25	0.25
Spiral Dive	U	0.80	0.80	0.50
Spongify	C	0.25	0.25	0.25
Swelling Potion	C	0.25	0.25	0.25
Table Trouble	R	3.00	3.00	3.00
Tammy Owl	C	0.25	0.25	0.25
Teacup to Rat	C	0.25	0.25	0.25
The Famous Harry Potter	R	3.50	3.00	3.00
The Leaky Cauldron	R	3.00	3.00	3.00
The Standard Book of Spells (Grade 1)	C	0.25	0.25	0.25

Three-Month-Long Match	R	3.00	3.00	3.00
Through the Arch	R	3.00	3.00	3.00
Transfiguration	L	1.00	0.10	0.10
Vanishing Referee	R	3.00	3.00	3.00
Verdillious	U	0.80	0.80	0.50
Wand Shop	U	0.80	0.80	0.50
Wild Boar	U	0.80	0.80	0.50
Total		120.55	112.75	105.25



GOLD (541 cards)	UPR	MED	LOW
Gold Set	581.25	562.50	543.75
Gold Starter Box	87.50	80.00	72.50
Gold Booster Box	85.00	85.00	85.00
Gold Starter Deck	10.50	10.00	9.50
Gold Booster Pack	3.00	3.00	3.00
Foil Rare Card Multiplier	2.00	1.80	1.40
Common Card	0.20	0.15	0.10
Fixed Card	1.40	1.00	0.90

CARD NAME	RAR	UPR	MED	LOW
A Samurai's Fury	R	4.30	4.00	3.80
Agasha Hamanari	R	4.30	4.00	3.80
Akodo Ginawa (Exp 4)	R	6.30	5.00	4.00
Ambush	R	5.10	4.00	4.00
An Empty Victory	R	4.00	3.50	2.80
Asahina Archers	R	4.10	4.00	3.80
Asahina's Breath	R	4.00	3.60	3.10
Bayushi House Guard	R	4.00	3.80	3.50
Bayushi Kakuato	R	4.30	4.00	4.00
Bayushi Yojiro (Exp 2)	R	6.10	5.00	4.00

Be Prepared to	R	4.00	3.60	3.10
Dig Two Graves	R	4.00	3.60	3.10
Big Stick	R	4.00	3.60	3.10
Blood Rite	R	4.00	3.60	3.10
Burning Your Essence	R	4.80	4.00	4.00
Celestial Alignment	R	4.00	3.50	2.80
Chrysanthemum Festival	R	4.30	4.00	3.80
Daidoji Kai (Exp 2)	R	4.30	4.00	3.80
Doji House Guard	R	4.00	3.80	3.50
Doji Kurohito	R	4.50	3.50	2.80
Fan of Command	R	4.10	4.00	3.80
Festering Pit of Fu Leng	R	5.10	4.00	4.00
Firestorm Legion	R	4.10	4.00	3.80
Fist of Osano-Wo	R	4.40	4.00	3.80
Focus	R	4.80	4.00	4.00
Geisha Assassins	R	4.10	4.00	3.80
Golden Obsidian				



Evil Evi	U	1.00	0.80	0.50
Evi's Jellybeans	R	3.80	3.00	3.00
Feet of Stone	R	3.60	3.00	3.00
Gia's Tome	R	3.80	3.00	3.00
Grass Hyren	R	3.60	3.00	3.00
Greg's Ring	R	3.80	3.00	3.00
Greg	R	3.90	3.30	3.00
Gremm's Helmet	R	3.60	3.00	3.00
Groll - Watchkeeper	R	3.90	3.30	3.00
Harmony	R	3.60	3.00	3.00
Heppeswip	R	3.80	3.00	3.00
Hok	U	1.00	0.80	0.50
Hrada	U	1.00	0.80	0.50
Hubram	R	3.80	3.00	3.00
Iyori	U	1.00	0.80	0.50
Jagt	R	3.80	3.00	3.00
Jasker's Mask	R	3.60	3.00	3.00
Jumbor	U	1.00	0.80	0.50
Jungle Hyren	R	3.90	3.30	3.00
Karak Necklace	R	3.60	3.00	3.00
Kazm	U	1.00	0.80	0.50
Kesia	R	4.40	3.50	3.00
Kesia's Flute	R	3.60	3.00	3.00
Koil	R	3.90	3.30	3.00
Kolte	R	4.40	3.50	3.00
Lascini	R	3.80	3.00	3.00
Marella	R	3.90	3.30	3.00
Moga Fang Necklace	R	3.40	3.00	3.00
Monarch Hyren	R	3.80	3.00	3.00
Mosp	R	3.80	3.00	3.00
Mrika	R	4.40	3.50	3.00
Naroom Shadow Geyser	R	3.80	3.00	3.00
Nocturne	U	1.00	0.80	0.50
Nodi	R	3.80	3.00	3.00
Orothe Shadow Geyser	R	3.80	3.00	3.00
Parathin	R	3.80	3.00	3.00
Prek	U	1.00	0.80	0.50
Qualon	U	1.00	0.80	0.50
Quire	U	1.00	0.80	0.50
Rayalon	R	3.80	3.00	3.00
Rock Hyren	R	3.80	3.00	3.00
Sagawal	U	1.00	0.80	0.50
Silth Giant	R	3.80	3.00	3.00
Smoke Xyx	R	3.80	3.00	3.00
Sorrowing Ogar	R	3.90	3.30	3.00
Spore Vashp	R	3.80	3.00	3.00
Stone Storm	R	3.80	3.00	3.00
Storm Shield	R	3.60	3.00	3.00
Swamp Hyren	R	4.40	3.50	3.00
Targ'n	R	4.40	3.50	3.00
Tweave	U	1.00	0.80	0.50
Ullig	U	1.00	0.80	0.50
Ullig's Slingshot	R	3.60	3.00	3.00
Underneath	R	3.80	3.00	3.00
Shadow Geyser	R	3.80	3.00	3.00
Urthail	U	1.00	0.80	0.50
Vertigo	R	3.90	3.30	3.00
Vogo	R	3.80	3.00	3.00
Vorga	U	1.00	0.80	0.50
Weave Hut	U	1.00	0.80	0.50
Weave Hyren	R	3.80	3.00	3.00
Weave Mat	R	3.80	3.00	3.00
Weave Mind	R	3.80	3.00	3.00
Weave Powder	R	3.80	3.00	3.00
Weave Winds	R	3.80	3.00	3.00
Wessig	U	1.00	0.80	0.50
Yark Gloves	R	3.40	3.00	3.00
Yerthe	R	4.40	3.50	3.00
Zajan	U	1.00	0.80	0.50
Zannah	R	3.90	3.30	3.00
Zaya	R	4.40	3.50	3.00
Zaya's Bow	U	1.00	0.80	0.50

Book of Life	R1	3.00	2.50	2.00
Cave Hyren	R2	3.00	3.00	2.60
Cave In	R1	3.00	2.50	2.00
Coal Hyren	R2	3.00	2.80	2.50
Cyclone Vashp	R2	3.00	2.80	2.10
Deep Hyren	R2	3.10	3.00	2.60
Eclipse	R2	2.80	2.00	2.00
Energy Band	R2	3.10	2.50	2.00
Entangle	R2	3.00	2.50	2.00
Evi	R1	3.00	2.80	2.50
Flame Control	R1	3.40	3.00	2.30
Flame Hyren	R2	3.10	3.00	2.60
Flood of Energy	R2	3.10	2.50	2.00
Giant Korrit	R2	3.10	2.80	2.10
Giant Parathin	R1	3.80	2.80	2.50
Giant Parmagol	R2	3.00	2.80	2.10
Gloves of Crystal	R1	3.80	2.50	2.00
Gorgie's Ring	R2	3.00	2.50	2.00
Greater Vazl	R1	3.80	2.80	2.50
Heat Lens	R1	3.50	2.00	2.00
Hubdra's Spear	R1	3.00	2.50	2.00
Hyren's Call	R1	3.80	3.00	2.60
Jaela	R1	4.00	3.50	2.60
Lovian	R2	3.10	2.80	2.10
Magam	R1	4.00	3.50	2.60
Magma Hyren	R1	3.80	2.80	2.10
Megathan	R1	3.80	2.80	2.10
Moibis	R1	4.00	3.50	2.60
Motash	R1	4.00	3.50	2.60
Motash's Staff	R2	3.00	2.50	2.00
Nimbulo	R1	3.90	3.30	2.60
O'Qua	R1	4.00	3.50	2.60
Ora	R1	4.40	3.30	2.10
Orathan	R2	3.10	2.80	2.10
Orathan Flyer	R1	3.80	2.80	2.10
Orish	R1	3.90	3.30	2.60
Ormagon	R1	3.80	2.80	2.50
Orothean Gloves	R1	3.00	2.50	2.00
Orwin	R1	4.00	3.50	2.60
Orwin's Staff	R1	3.80	2.80	2.10
Platheus	R2	3.10	2.80	2.10
Raxis	R2	3.10	2.80	2.10
Rod of Coals	R2	3.10	2.50	2.00
Sap of Life	R2	3.00	2.50	2.00
Scroll of Fire	R1	3.60	2.30	2.00
Spirit of the Flame	R2	2.80	2.20	2.00
Staff of Korrits	R2	2.80	2.00	2.00
Stagadan	R2	3.10	3.00	2.60
Storm Cloud	R2	3.00	2.80	2.10
Storm Ring	R1	3.80	2.50	2.00
Thunder Hyren	R1	3.90	3.30	2.60
Thunderquake	R1	3.80	2.50	2.00
Timber Hyren	R1	3.80	3.00	2.60
Trug	R1	3.50	3.30	2.60
Twee	R2	3.00	2.90	2.60
Typhoon	R2	3.10	2.50	2.00
Uak	R1	3.90	3.30	2.30
Vial	R2	3.10	2.50	2.00
Vellup	R2	3.10	2.50	2.00
Vulbor	R2	3.10	2.50	2.00
Wence	R1	3.90	3.30	2.30
Will of Orothe	R1	3.00	2.50	2.00

Crystal Jile	R	4.00	3.20	2.30
Darkbeard Hyren	R	5.10	4.00	3.00
Deadfall	R	4.00	3.20	2.30
Dryte Friend	R	3.10	3.00	2.50
Entomb	R	4.60	4.00	2.30
Essence of Naroom	R	3.60	3.00	2.50
Forest Blessing	R	3.60	3.00	2.50
Forest Hyren	R	5.10	4.00	3.00
Furok Guardian	R	4.00	3.00	2.50
Gloom	R	3.60	2.50	2.30
Gorath	R	5.10	4.00	3.00
Gorgie's Curse	R	3.60	3.00	2.30
Gorgie's Glasses	R	4.00	3.00	2.50
Gremm's Hammer	R	4.00	3.00	2.50
Grubblie	R	4.50	4.00	2.50
Horror	R	3.60	3.00	2.80
Hubdra's Cube	R	4.50	3.20	2.30
Ithapher	R	3.10	3.00	2.50
J'Lith	R	3.60	3.00	2.80
Jore	R	5.10	4.00	3.00
Kallius	R	4.50	3.20	2.80
Korg & Zet	R	5.50	5.00	3.30
Korremar	R	4.50	4.00	2.80
Lanxy	R	4.00	3.50	2.80
Morag	R	4.50	4.00	3.30
Nagis	R	4.00	3.50	2.80
Night Hyren	R	5.00	4.00	3.30
Orothean Horn	R	4.00	3.20	2.30
Pillar of Brine	R	3.10	3.00	2.80
Raega	R	5.00	4.00	2.80
Rayie's Band	R	4.50	4.00	2.80
Rayie's Belt	R	9.80	7.40	3.30
Rayie's Boots	R	4.00	3.20	2.80
Reef Hyren	R	5.10	5.00	3.30
Sarazen Guard	R	4.10	4.00	2.80
Shadow Cloak	R	4.10	3.50	2.30
Sinder's Mantle	R	3.60	3.00	2.30
Sorrah	R	6.20	4.00	3.30
Sperri	R	4.30	3.20	2.80
Tiller	R	5.00	4.00	3.30
Trygar	R	4.90	4.00	3.30
Tunnel Hyren	R	5.10	4.00	3.00
Tunneler's Boots	R	4.00	4.00	2.30
Ugger	R	3.10	3.00	2.30
Ven	R	4.00	4.00	3.30
Voda	R	5.50	4.00	3.30
Vill	R	4.00	4.00	2.50
Warlum	R	4.10	4.00	2.50
Waspierne	R	5.00	4.00	3.30
Weethan	R	4.00	3.00	2.50
Wildfire	R	5.00	4.00	2.30

DREAM'S END (185 Cards)	UPR	MED	LOW
Dream's End Set	195.75	186.50	177.25
Dream's End Starter Box	91.25	87.50	83.75
Dream's End Booster Box	88.75	87.50	86.25
Dream's End Starter Deck	10.25	10.00	9.75
Dream's End Booster Pack	3.10	3.00	3.00
Uncommon card not listed	0.90	0.50	0.50
Common card not listed	0.20	0.10	0.10

CARD NAME	RAR	UPR	MED	LOW
Agram's Plaything	R	3.80	3.00	3.00
Aldar	U	1.00	0.80	0.50
Amanax	R	3.80	3.10	3.00
Arderial Shadow Geyser	R	3.80	3.00	3.00
Aritex	R	3.90	3.30	3.00
Artyva	U	1.00	0.80	0.50
Ashio	R	3.80	3.00	3.00
Baldar	U	1.00	0.80	0.50
Barqua's Bubble	U	1.00	0.80	0.50
Bo'Alsha	U	1.00	0.80	0.50
Bria	U	1.00	0.80	0.50
Cald Shadow Geyser	R	3.80	3.00	3.00
Cataclysm	U	1.00	0.80	0.50
Chogulith	U	1.00	0.80	0.50
Chur	R	4.00	3.50	3.00
Cliff Hyren	R	3.80	3.00	3.00
Cragnoic	R	3.90	3.30	3.00
Deer Bari	R	3.80	3.00	3.00
Delia - Keeper	R	4.40	3.50	3.00
Drought	U	1.00	0.80	0.50
Drowl	U	1.00	0.80	0.50
Drush (Full Only)	U	28.75	16.50	4.30
Elder Vellup	R	3.80	3.00	3.00
Elder Weebo	R	4.00	3.50	3.00
Elios	U	1.00	0.80	0.50
Emec	U	1.00	0.80	0.50

AWAKENING (140 Cards)	UPR	MED	LOW
Awakening Set	223.75	185.00	150.00
Awakening Starter Box	105.25	95.00	92.50
Awakening Booster Box	94.50	90.00	90.00
Awakening Starter Deck	10.00	9.00	8.00
Awakening Booster Pack	3.20	3.00	3.00
Rare card	3.40	3.10	3.00
Uncommon card	0.50	0.50	0.50
Common card	0.20	0.10	0.10

CARD NAME	RAR	UPR	MED	LOW
Abwry's Quill	R	4.00	4.00	2.50
Agram	R	5.50	4.00	2.80
Alaban Gloves	R	3.60	3.00	2.30
Anarchy	R	3.60	2.50	2.30
Ash Hyren	R	3.60	3.00	2.80
Black Agogo	R	3.60	3.00	2.30
Blight	R	3.10	3.00	2.50
Borse	R	4.00	3.20	2.80
Braggle	R	5.60	4.00	3.30
Bronk	R	3.60	3.00	2.80
Chaos Jile	R	3.60	2.50	2.30
Chaos Sphere	R	4.00	3.20	2.30
Core Hyren	R	4.00	3.00	2.80
Cry of Thunder	R	4.50	4.00	3.30



MLB SHOWDOWN 2002 (517 Cards)	UPR	MED	LOW
MLB 2000 set	281.25	262.50	243.75
MLB 2000 Starter Box	75.00	75.00	75.00
MLB 2000 Booster Box	82.50	80.00	77.50
MLB 2000 Starter Deck	9.00	8.00	8.00
MLB 2000 Booster Pack	3.00	3.00	2.80
Premium card	6.00	5.00	5.00
Player card	0.90	0.60	0.30
Strategy card	0.40	0.25	0.10

MLB 2000 Booster Pack	3.00	3.00	2.80	
Premium card	6.00	5.00	5.00	
Player card	0.90	0.60	0.30	
Strategy card	0.40	0.25	0.10	
CARD NAME	RAR	UPR	MED	LOW
#5 Chuck Finley	Prem	6.00	5.50	3.40
#16 Jay Bell	Prem	6.30	6.00	4.50
#23 Luis Gonzalez	Prem	6.60	5.50	3.60
#24 Randy Johnson	Prem	12.00	10.00	6.30
#30 Matt Williams	Prem	6.00	5.50	3.40
#37 Chipper Jones	Prem	7.30	6.30	3.40
#41 Greg Maddux	Prem	6.10	4.00	3.40
#42 Kevin Millwood	Prem	6.10	6.00	4.80
#61 Cal Ripken, Jr.	Prem	10.00	9.00	4.80
#67 Nomar Garciaparra	Prem	7.90	7.00	3.50
#71 Pedro Martinez	Prem	12.75	6.50	4.70
#94 Sammy Sosa	Prem	17.00	7.50	6.30
#109 Frank Thomas	Prem	7.30	6.00	3.40
#113 Sean Casey	Prem	6.30	5.50	3.40
#116 Barry Larkin	Prem	7.00	5.50	3.60
#124 Scott Williamson	Prem	6.30	5.50	3.40
#126 Roberto Alomar	Prem	6.30	5.50	3.40
#134 Kenny Lofton	Prem	6.30	5.50	3.40
#136 Manny Ramirez	Prem	7.90	6.50	3.90
#139 Jim Thome	Prem	6.30	5.50	3.40

#119 Alonzo Mourning	R	3.90	3.30	2.90
#120 Ray Allen	R	4.00	3.80	3.10
#126 Glenn Robinson	R	3.90	3.30	2.60
#129 Terrell Brandon	R	3.90	3.30	2.30
#130 Kevin Garnett	R	4.20	3.80	3.10
#138 Jason Kidd	R	4.80	4.00	3.30
#141 Keith Van Horn	R	3.90	3.30	1.10
#144 Marcus Camby	R	3.90	3.30	3.00
#146 Allan Houston	R	3.90	3.30	2.90
#157 Grant Hill	R	3.90	3.30	2.60
#158 Tracy McGrady	R	4.80	3.80	3.10
#165 Allen Iverson	R	5.00	4.50	3.30
#167 Dikembe Mutombo	R	3.90	3.30	2.50
#173 Stephen Marbury	R	4.20	4.00	3.30
#174 Shawn Marion	R	3.90	3.50	3.10
#184 Rasheed Wallace	R	3.90	3.30	3.00
#185 Bonzi Wells	R	3.90	3.30	2.30
#186 Mike Bibby	R	3.90	3.30	3.00
#191 Predrag Stojakovic	R	3.90	3.30	2.90
#193 Chris Webber	R	3.90	3.30	3.00
#196 Tim Duncan	R	4.40	4.10	3.30
#199 David Robinson	R	4.00	3.50	3.00
#205 Rashard Lewis	R	3.90	3.30	3.00
#207 Gary Payton	R	4.00	3.80	3.10
#208 Vince Carter	R	7.30	4.50	3.30
#212 Antonio Davis	R	3.90	3.30	3.00
#217 Karl Malone	R	4.00	3.80	3.10
#222 John Stockton	R	4.00	3.80	3.10
#224 Richard Hamilton	R	3.90	3.30	3.00
#202 Aggressive Play	R	2.40	2.00	0.90
#503 Alley-Oop	R	2.40	2.00	0.90
#506 Brute Force	R	2.40	2.00	0.90
#508 Clutch Shot	R	2.40	2.00	0.90
#509 Double-Foul	R	2.90	2.50	2.10
#510 Drive the Lane	R	2.40	2.00	0.90
#511 Find the Open Man	R	2.40	2.00	0.90
#512 From Way	R	2.50	2.30	0.90
Downtown!	R	2.40	2.00	0.90
#515 Hot Hand	R	2.40	2.00	0.90
#516 It's My Job-	R	2.90	2.40	2.10
It's What I Do	R	2.50	2.20	0.90
#518 Kick Crossover	R	2.40	2.00	0.90
#522 Rimshaker	R	2.40	2.00	0.90
#526 Starting the	R	2.50	2.20	0.90
Fast Break	R	2.40	2.00	0.90
#529 Tomahawk Dunk	R	2.40	2.00	2.00
#530 Wham Bam Slam!	R	2.40	2.00	0.90
#531 All Over the Place	R	2.40	2.00	0.90
#532 Anticipate the Pass	R	2.50	2.20	0.90
#535 De-fense! De-fense!	R	2.50	2.20	2.00
#537 Get the Crowd Into It	R	2.40	2.00	0.90
#540 Guard the Paint	R	2.40	2.00	0.90
#542 Play 'Em Tight	R	2.40	2.00	0.90
#544 Raising the Bar	R	2.50	2.20	0.90
#547 Taking the Charge	R	2.40	2.00	0.90
#548 This Is My House!	R	2.90	2.30	2.00
#550 Turnover	R	2.40	2.00	0.90



NFL SHOWDOWN 2002 (562 cards)

NFL Showdown 2002 Set	337.50	325.00	312.50
Two-Player Starter	20.00	18.00	10.00
NFL Showdown Draft Box	88.75	87.50	86.25
NFL Showdown Booster Box	85.00	80.00	80.00
NFL Showdown Draft Deck	10.00	10.00	9.00
NFL Showdown Booster Pack	3.00	3.00	3.00
Rare card	2.00	1.50	0.80
Uncommon card	0.60	0.25	0.25
Common card	0.40	0.25	0.10

CARD NAME	RAR	UPR	MED	LOW
#6 Ronald McKinnon	F	5.00	3.00	3.00
#19 Ray Buchanan	F	5.00	4.00	3.00
#36 Jamal Lewis	F	6.80	5.00	4.00
#37 Ray Lewis	F	8.80	4.00	4.00
#38 Michael McCrary	F	5.00	3.00	3.00
#40 Jonathan Ogden	F	5.00	4.00	3.00
#48 Sam Cowart	F	5.00	3.00	3.00
#49 Doug Flutie	F	5.00	4.00	3.00
#53 Eric Moulds	C	1.00	0.50	0.20
#66 Mike Minter	F	5.00	3.00	3.00
#67 Mulsin Muhammad	F	5.00	3.00	3.00
#84 Brian Urlacher	F	6.00	4.00	3.50
#98 Takeo Spikes	F	5.00	3.00	3.00
#103 Tim Couch	F	5.00	3.00	3.50
#125 Emmitt Smith	F	7.00	6.00	3.50
#129 Mike Anderson	F	5.00	4.00	3.00
#131 Dwayne Carswell	F	5.00	3.00	3.00
#133 Brian Griese	F	5.00	4.00	3.50
#150 Desmond Howard	F	5.00	3.00	3.00
#161 Brett Favre	F	7.80	7.00	4.00
#170 Darren Sharper	F	6.00	4.00	3.00
#178 Marvin Harrison	F	5.00	3.00	3.00
#180 Edgerrin James	F	6.00	4.00	3.50
#182 Peyton Manning	F	9.00	5.00	4.00
#199 Jimmy Smith	F	5.00	3.00	3.00
#201 Fred Taylor	F	5.00	3.00	3.00
#205 Duane Clemons	F	5.00	3.00	3.00
#207 Tony Gonzalez	F	5.50	4.00	3.50
#230 Jason Taylor	F	5.00	4.00	3.00
#231 Zack Thomas	F	5.50	4.00	3.00
#236 Dante Culpepper	F	7.00	5.00	4.00
#241 Randy Moss	F	8.00	7.50	4.00
#244 Robert Smith	F	5.50	4.00	3.50

#245 Todd Stuessie	F	5.00	3.00	3.00
#249 Drew Bledsoe	C	1.00	0.50	0.20
#255 Willie McGinest	F	5.00	3.00	3.00
#263 Jeff Blake	F	5.00	3.00	3.00
#265 La'Roi Glover	F	5.00	3.00	3.00
#279 Jessie Armstead	F	5.50	4.00	3.50
#290 Jason Sehorn	F	5.00	4.00	3.00
#291 Michael Strahan	F	5.00	3.00	3.00
#310 Ryan Young	F	5.00	3.00	3.00
#313 Tim Brown	F	6.30	5.00	4.00
#316 Rich Gannon	F	5.30	4.00	3.00
#326 Charles Woodson	F	5.80	5.00	4.00
#330 Hugh Douglas	F	5.00	4.00	3.00
#335 Donovan McNabb	F	5.50	4.00	3.50
#342 Troy Vincent	F	5.50	4.00	3.50
#348 Jason Gildon	F	5.00	4.00	3.00
#364 Rodney Harrison	F	5.00	3.00	3.00
#370 Junior Seau	F	6.00	4.00	3.50
#373 Jeff Garcia	C	1.00	0.50	0.20
#374 Charlie Garner	F	5.30	3.00	3.00
#378 Jerry Rice	F	7.80	5.00	4.00
#396 Ricky Watters	F	6.50	5.00	4.00
#401 Marshall Faulk	F	7.00	4.00	4.00
#402 London Fletcher	F	5.00	4.00	3.00
#412 Kurt Warner	F	8.50	5.00	4.00
#416 Mike Alstott	C	1.00	0.50	0.20
#417 Ronde Barber	F	5.00	3.00	3.00
#418 Derrick Brooks	F	5.00	4.00	3.00
#430 Warren Sapp	F	6.00	4.00	3.50
#433 Eddie George	F	6.00	4.00	4.00
#438 Derrick Mason	F	5.00	3.00	3.00
#439 Bruce Matthews	F	5.50	4.00	3.50
#460 Bruce Smith	F	5.50	4.00	4.00
#P08 Flip Pitch Left Go	R	2.00	2.00	1.00
#P08 Flip Pitch Right Go	R	2.00	2.00	1.00
#P10 Goal Line	R	2.00	2.00	1.00
Blue Hammer 80	R	2.00	2.00	1.00
#P11 Iso 2 Star	R	2.00	2.00	1.00
#P12 Play-Action Fade	R	2.00	2.00	1.00
#P13 Slant Left	R	2.00	2.00	1.00
#P15 Counter Right	R	2.00	2.00	1.30
#P17 Dive Left	R	2.00	2.00	1.00
#P19 Double Curl X Go	R	2.00	2.00	1.00
#P21 Fade	R	2.00	2.00	1.00
#P23 Slant Right X	R	2.00	2.00	1.00
#P35 Train Right	R	2.00	2.00	1.30
#P36 Trap Right	R	2.00	2.00	1.00
#P37 Up the Gut	R	2.00	2.00	1.00
#P40 Short Pass	R	2.00	2.00	1.30
#P42 Showel Pass Right	R	2.00	2.00	1.00
#P48 Middle Blitz	R	2.00	2.00	1.00
#P54 Man-to-Man	R	2.00	2.00	1.00
#P58 Strong Front	R	2.00	2.00	1.00
#S01 Afterburners	R	2.30	2.00	1.00
#S02 Air It Out	R	2.00	2.00	1.00
#S03 Between the Hashes	R	2.00	2.00	1.00
#S04 Big Man	R	2.00	2.00	1.30
#S05 Big Play	R	2.00	2.00	1.00
#S06 Great Block	R	2.00	2.00	1.30
#S07 Lucky Bounce	R	2.00	2.00	1.30
#S08 Second Effort	R	2.00	2.00	1.30
#S09 Thread the Needle R	R	2.00	2.00	1.30
#S10 Tuck the Ball In	R	2.00	2.00	1.30
#S11 Back and Forth	R	2.00	2.00	1.00
#S12 Coverage Sack	R	2.00	2.00	1.00
#S13 Deep Blitz	R	2.00	2.00	1.00
#S14 Spy	R	2.00	2.00	1.00
#S15 Collision	R	2.00	2.00	1.00
#S16 Leg Trapped	R	2.00	2.00	1.30
#S17 Speed Bump	R	2.00	2.00	1.00
#S18 Tangled Up	R	2.00	2.00	1.80
#S19 Defensive Holding R	R	2.00	2.00	1.00
#S20 Defensive	R	2.00	2.00	1.00
Pass Interference	R	2.00	2.00	1.00
#S21 False Start	R	2.00	2.00	1.00
#S22 Offensive Holding R	R	2.00	2.00	1.00
#S23 Offsides	R	2.50	2.00	1.80
#S24 Bad Pass	R	2.00	2.00	1.00
#S25 Force Fumble	R	2.00	2.00	1.00

NFL 1st & Goal (205 Cards) UPR MED LOW

NFL Showdown 2002 Set	250.00	225.00	200.00
NFL Showdown Booster Box	82.50	80.00	77.50
NFL Showdown Booster Pack	2.90	2.80	2.60

CARD NAME RAR UPR MED LOW

#1 Jason Elam	C	1.00	0.25	0.25
#2 Aaron Brooks	F	6.00	5.00	5.00
#3 Anthony Wright	C	1.00	0.25	0.25
#4 David Akers	C	1.00	0.25	0.25
#10 John Kasey	C	1.00	0.25	0.25
#6 Chris Redman	C	1.00	0.25	0.25
#7 Jeff Lewis	C	1.00	0.25	0.25
#8 Shane Matthews	C	1.00	0.25	0.25
#9 Chad Pennington	C	1.00	0.25	0.25
#10 Mike Vanderjagt	C	1.00	0.25	0.25
#11 Jeff Wilkins	C	1.00	0.25	0.25
#12 Todd Collins	C	1.00	0.25	0.25
#13 Dave Brown	C	1.00	0.25	0.25
#14 Aubry Denison	C	1.00	0.25	0.25
#15 Chris Watson	C	1.00	0.25	0.25
#16 Duce Staley	C	1.00	0.25	0.25
#17 Aaron Stecker	C	1.00	0.25	0.25
#18 Rodney Heath	C	1.00	0.25	0.25
#19 Gerald McBurrows	C	1.00	0.25	0.25
#20 Deltha O'Neal	C	1.00	0.25	0.25
#21 Fakhr Brown	C	1.00	0.25	0.25
#22 Dorsely Levens	C	1.00	0.25	0.25
#23 Antoine Winfield	C	1.00	0.25	0.25
#24 Paul Smith	C	1.00	0.25	0.25

#25 Darren Woodson	C	1.00	0.25	0.25
#26 Chad Morton	C	1.00	0.25	0.25
#27 Brian Mitchell	C	1.00	0.25	0.25
#28 Terrell Davis	C	1.00	1.00	0.25
#29 George Teague	C	1.00	0.25	0.25
#30 Shyrone Stith	C	1.00	0.25	0.25
#31 Mike Cloud	C	1.00	0.25	0.25
#32 Tebucky Jones	C	1.00	0.25	0.25
#33 Brandon Bennett	C	1.00	0.25	0.25
#34 Shaun Alexander	C	1.00	0.25	0.25
#35 Camell Lake	C	1.00	0.25	0.25
#36 Dainon Sidney	C	1.00	0.25	0.25
#37 Jon Witman	C	1.00	0.25	0.25
#38 Frank Moreau	C	1.00	0.25	0.25
#39 Zack Walz	C	1.00	0.25	0.25
#40 Ian Gold	C	1.00	0.25	0.25
#41 Warrick Holdman	C	1.00	0.25	0.25
#42 T.J. Slaughter	C	1.00	0.25	0.25
#43 Hardy Nickerson	C	1.00	0.25	0.25
#44 Brian Simmons	C	1.00	0.25	0.25
#45 Keith Brooking	C	1.00	0.25	0.25
#46 Peter Boulware	C	1.00	0.25	0.25
#47 Jessie Tuggle	C	1.00	0.25	0.25
#48 Andy Katzenmoyer	C	1.00	0.25	0.25
#49 Kevin Long	C	1.00	0.25	0.25
#50 Damien Woody	C	1.00	0.25	0.25
#51 Shane Drnett	C	1.00	0.25	0.25
#52 Matt Lippis	C	1.00	0.25	0.25
#53 Kenny Mixon	C	1.00	0.25	0.25
#54 Greg Jefferson	C	1.00	0.25	0.25
#55 Plexico Burrell	C	1.00	1.00	0.25
#56 Terry Hardy	C	1.00	0.25	0.25
#57 Troy Edwards	C	1.00	0.25	0.25
#58 Raghuius Ismail	C	1.00	0.25	0.25
#59 O.J. McDuffie	C	1.00	0.25	0.25
#60 Tyrone Davis	C	1.00	0.25	0.25
#61 Bobby Engram	C	1.00	0.25	0.25
#62 Peeries Price	C	1.00	0.25	0.25
#63 Jed Weaver	C	1.00	0.25	0.25
#64 Michael Westbrook	C	1.00	0.25	0.25
#65 Patrick Jeffers	F	6.00	5.50	5.00
#66 Jerry Porter	C	1.00	0.25	0.25
#67 Joey Galloway	C	1.00	1.00	0.25
#68 Rob Moore	C	1.00	0.25	0.25
#69 Corey Geason	C	1.00	0.25	0.25
#70 Cam Cleveland	C	1.00	0.25	0.25
#71 Andrew Jordan	C	1.00	0.25	0.25
#72 Greg Clark	F	12.00	5.50	5.00
#73 Dennis Northcutt	C	1.00	0.25	0.25
#74 Jeremy McDaniel	C	1.00	0.25	0.25
#75 Ron Dixon	C	1.00	0.25	0.25
#76 Darnay Scott	C	1.00	0.25	0.25
#77 Kevin Dwyer	C	1.00	0.25	0.25
#78 David Dunn	C	1.00	0.25	0.25
#79 Jajuan Dawson	C	1.00	0.25	0.25
#80 Damon Jones	C	1.00	0.25	0.25
#81 Travis Taylor	C	1.00	0.25	0.25
#82 David Laffeur	C	1.00	0.25	0.25
#83 Tai Streets	C	1.00	0.25	0.25
#84 Junior Bryant	C	1.00	0.25	0.25
#85 Chuck Smith	C	1.00	0.25	0.25
#86 Dmitris Underwood	C	1.00	0.25	0.25
#87 Courtney Brown	F	6.00	5.50	5.00
#88 Gilbert Brown	C	1.00	0.25	0.25
#89 John Abraham	F	8.00	6.00	5.00
#90 Rob Morris	C	1.00	0.25	0.25
#91 Rick Lyle	C	1.00	0.25	0.25
#92 Brandon Whiting	C	1.00	0.25	0.25
#93 Raylie Johnson	C	1.00	0.25	0.25
#94 Alge Crumpler	C	1.00	0.25	0.25
#95 Michael Vick	F	10.00	6.00	5.50
#96 Todd Heap	C	1.00	0.25	0.25
#97 Chris Weinke	F	8.00	7.00	6.00
#98 David Terrell	C	1.00	0.25	0.25
#99 Anthony Thomas	C	1.00	0.25	0.25
#100 Chad Johnson	C	1.00	0.25	0.25
#101 Justin Smith	C	1.00	0.25	0.25
#102 Jeff Backus	C	1.00	0.25	0.25
#103 Shaun Rogers	C	1.00	0.25	0.25
#104 Reggie Wayne	C	1.00	0.25	0.25
#105 Jamal Reynolds	F	6.00	5.50	5.00
#106 Robert Ferguson	C	1.00	0.25	0.25
#107 Chris Chambers	C	1.00	0.25	0.25
#108 Jamal Fletcher	C	1.00	0.25	0.25
#109 Duice McCallister	C	1.00	0.25	0.25
#110 Will Allen	F	6.00	5.50	5.00
#111 Lamont Jordan	C	1.00	0.25	0.25
#112 Santana Moss	C	1.00	1.00	0.25
#113 Freddie Mitchell	C	1.00	0.25	0.25
#114 Andre Carter	F	7.00	5.50	5.00
#115 Ladinian Tomlinson	F	10.00	6.00	5.50
#116 Drew Brees	F	6.00	6.00	5.50
#117 Rod Gardner	C	1.00	0.25	0.25
#118 Fred Smoot	C	1.00	0.25	0.25
#119 Derrick Gibson	C	1.00	0.25	0.25
#120 Adam Archutka	F	6.00	5.50	5.00
#121 Darnione Lewis	C	1.00	0.25	0.25
#122 Michael Bennett	C	1.00	1.00	0.25
#123 Leonard Davis	F	6.00	5.50	5.00
#124 Quincy Morgan	C	1.00	0.25	0.25
#125 Marcus Strydom	F	6.00	5.50	5.00
#126 Kenny Walker	C	1.00	0.25	0.25
#127 Will Middlebrooks	C	1.00	0.25	0.25
#128 Kendrick Bell	C	1.00	0.25	0.25
#129 Casey Hampton	C	1.00	0.25	0.25
#130 Nate Clements	C	1.00	0.25	0.25
#131 Steve Hutchinson	C	1.00	0.25	0.25
#132 Koren Robinson	F	6.00	5.50	5.00



Decius	R	3.50	3.00	3.00
Devidian Door	R	3.00	3.00	3.00
Diplomatic Conference	R	3.00	3.00	3.00
Echo Papa 807 Killer Drone	R	3.80	3.00	3.00
Edo Vessel	R	3.00	3.00	3.00
FGG-47 Research	R	3.00	3.00	3.00
Fissure Research	R	3.00	3.00	3.00
Future Enterprise	UR	61.00	55.00	42.00
Gomtuu	R	3.00	3.00	3.00
Governor Worf	R	6.00	6.00	5.00
I.K.C. Fek'Ihr	R	4.00	3.00	3.00
Ian Andrew Troi	R	4.00	3.00	3.00
Ionian Gateway	R	3.00	3.00	3.00
Interrogation	R	3.00	3.00	3.00
Jack Crusher	R	3.00	3.00	3.00
K'mtar	R	3.00	3.00	3.00
Major Rakal	R	4.00	4.00	3.50
Ophidian Cane	R	4.00	3.00	3.00
Quash Conspiracy	R	3.00	3.00	3.00
Rachel Garrett	R	4.00	3.80	3.00
Receptacle Stones	R	3.80	3.00	3.00
Ressikan Flute	R	4.30	4.00	3.50
Reunion	R	3.00	3.00	3.00
Revolving Door	R	3.00	3.00	3.00
Risa Shore Lease	R	3.00	3.00	3.00
Samuel Clemens	R	3.00	3.00	3.00
Pocketwatch	R	3.50	3.00	3.00
Seize Wesley	R	3.00	3.00	3.00
Stefan DeSeve	R	3.50	3.00	3.00
Tasha Yar Alternate	R	5.00	5.00	5.00
U.S.S. Enterprise-C	R	8.00	6.00	6.00
Vorgon Raiders	R	3.50	3.00	3.00
Warped Space	R	3.00	3.00	3.00
Wartime Conditions	R	3.00	3.00	3.00

Q-CONTINUUM (121 cards) UPR MED LOW				
Q-Continuum Set		97.25	96.50	95.75
Q-Continuum Booster Box		73.00	72.00	71.00
Q-Continuum Booster Pack		3.40	3.00	2.70
Rare card		3.10	3.00	3.00
Uncommon card		0.80	0.60	0.50
Common card		0.25	0.20	0.10

CARD NAME	RAR	UPR	MED	LOW
Arbiter of Succession	R	3.00	3.00	3.00
Bendii Syndrome	R	3.50	3.00	3.00
Blade of T'kon	R	3.50	3.00	3.00
Brainwash	R	3.00	3.00	3.00
Calamarian	R	3.00	3.00	3.00
Canar	R	3.50	3.00	3.00
Data's Body	U	4.30	4.00	3.00
Doppelganger	R	5.00	3.00	3.00
Drag Net	R	3.00	3.00	3.00
Galen	R	6.00	4.00	4.00
I am not a Merry Man!	R	3.00	3.00	3.00
I.K.C. Maht-Ha	R	3.50	3.00	3.00
Investigative Legend	R	3.00	3.00	3.00
Ira Graves	R	3.00	3.00	3.00
Juliana Tainer	R	4.00	3.00	3.00
Katherine Pulaski	R	4.00	3.00	3.00
Keiko O'Brien	R	4.00	3.00	3.00
Klingon Civil War	R	3.00	3.00	3.00
Lal	R	4.00	3.00	3.00
Madam Guinan	R	5.00	4.00	4.00
Madred	R	3.00	3.00	3.00
Manheim's	R	3.00	3.00	3.00

Dimensional Door	R	3.00	3.00	3.00
Mona Lisa	R	3.50	3.00	3.00
Mortal Q	R	4.00	3.50	3.00
Mr. Horn	R	3.00	3.00	3.00
Nick Locarno	R	3.50	3.00	3.00
Paul Manheim	R	3.00	3.00	3.00
Paxan "Wormhole"	R	3.00	3.00	2.50
Plague Planet	R	3.00	3.00	3.00
Samaritan Snare	R	3.00	3.00	3.00
System-wide	R	3.00	3.00	3.00
Cascade Failure	R	3.00	3.00	3.00
Tarchannen Study	R	3.00	3.00	2.50
Taris	R	4.00	3.00	3.00
Tarmin	R	3.00	3.00	3.00
Terix	R	3.00	3.00	3.00
Terroforming Station	R	3.00	3.00	3.00
The Sheliak	R	4.00	3.80	3.50
U.S.S. Stargazer	R	5.00	5.00	4.50
Yuta	R	4.00	3.00	3.00
Zalkonian Storage Capsule	R	3.00	3.00	3.00
Zon	R	3.50	3.00	3.00

1ST CONTACT (130 cards) RAR UPR MED LOW				
First Contact Set		135.00	125.00	115.00
First Contact Booster Box		70.00	70.00	70.00
First Contact Booster Pack		3.40	3.30	3.10
Rare card		3.10	3.00	3.00
Uncommon card		0.80	0.60	0.50
Common card		0.25	0.20	0.10

CARD NAME	RAR	UPR	MED	LOW
Abandon Mission	R	2.90	2.50	2.50
Admiral Hayes	R	3.00	3.00	3.00
Alas, Poor Queen	R	3.90	3.30	3.00
Alyssa Ogawa	R	3.00	3.00	3.00
Android Headlock	R	3.00	3.00	2.60
Antique Machine Gun	R	3.90	3.30	3.00
Assimilate Homeworld	R	3.80	3.00	3.00
Assimilate This!	R	3.00	3.00	2.60
Beverly Crusher	R	6.40	5.50	5.00
Borg Kiss	R	3.40	3.00	3.00
Borg Neuroprocessor	R	3.00	3.00	3.00
Borg Queen	R	12.50	10.00	6.50
Build Interlocking Beacon	R	3.80	3.00	2.80
Data	R	9.90	8.30	5.50
Deanna Troi	R	7.10	5.50	5.00
Espionage Mission	R	3.00	3.00	2.60
Geordi La Forge	R	8.40	7.00	5.30
Jean-Luc Picard	R	12.50	10.00	7.30
Lily Sloane	R	4.20	3.50	3.00
Magic Carpet Ride OCD	R	3.40	3.00	3.00
Montana Missile Complex	R	3.00	3.00	3.00
My First Raygun	R	3.00	3.00	3.00
Ocular Impacts	R	3.40	3.00	3.00
Ooby Dooby	R	3.00	3.00	3.00
Paul Porter	R	3.00	3.00	3.00
Phoenix	R	4.80	3.50	3.00
Primitive Culture	R	3.80	3.00	3.00
Queen's Borg Cube	R	6.50	5.00	5.00
Queen's Borg Sphere	R	5.80	4.80	4.10
Regenerate	R	4.40	3.50	3.00
Reginald Barclay	R	4.20	3.50	3.00
Retask	R	4.00	3.50	3.00
Salvage Starship	R	3.40	3.00	3.00
Scout Encounter	R	3.00	3.00	3.00
Shipwreck	R	3.80	3.00	3.00
Solkar	R	4.00	3.50	3.00
Stop First Contact	R	3.70	3.30	3.00
Strict Dress Code	R	3.40	3.00	3.00
Temporal Wake	R	3.00	3.00	3.00
Theta-Radiation Poisoning	R	3.70	3.30	3.00
Three-Dimensional Thinking	R	3.00	3.00	3.00
U.S.S. Enterprise-E	R	10.00	10.00	9.30
Undetected Beam-In	R	3.00	3.00	3.00
Visit Cochrane Memorial	R	4.10	3.00	3.00
Wall of Ships	R	4.00	3.50	3.00
Weak Spot	R	3.90	3.30	3.00
William T. Riker	R	10.00	9.00	6.50
Worf	R	8.80	7.00	6.00
Zefram Cochrane	R	5.40	5.00	3.50
Zefram Cochrane's Telescope	R	3.00	3.00	3.00

DEEP SPACE NINE (277 cards) UPR MED LOW				
DS9 Set		223.75	222.50	221.25
DS9 Starter Box		108.75	107.50	106.25
DS9 Booster Box		73.75	72.50	71.25
DS9 Starter Deck		9.00	8.50	7.90
DS9 Booster Pack		3.00	3.00	2.80
Rare card		3.10	3.00	3.00
Uncommon card		0.80	0.60	0.50
Common card		0.25	0.20	0.10

CARD NAME	RAR	UPR	MED	LOW
Aamin Marritza	R	3.90	3.30	3.00
Access Relay Station	R	3.00	3.00	2.60
Aid Fugitives	R	3.80	3.00	3.00
Airlock	R	3.80	3.00	3.00
Aldara	R	4.80	3.50	3.00
Alien Gambling Device	R	3.00	3.00	3.00
Altovar	R	3.40	3.00	3.00
Automated Security System	R	3.80	3.00	3.00
Bajoran Civil War	R	3.80	3.00	3.00
Bareil Antos	R	4.90	3.80	3.00
Baseball	R	4.40	3.50	3.00
Benjamin Sisko	R	13.00	7.80	5.10
Boheeka	R	3.40	3.00	3.00
Borad	R	3.00	3.00	3.00
Bo'tak	R	3.00	3.00	3.00
Camping Trip	R	3.00	3.00	2.60
Central Command	R	4.40	3.50	3.00

Chia'Joh	R	3.80	3.00	3.00
Chamber of Ministers	R	4.00	3.50	3.00
Changeling Research	R	3.40	3.00	3.00
Colonel Day	R	3.40	3.00	3.00
Cure Blight	R	3.00	3.00	3.00
Danar	R	4.00	3.50	3.00
Deep Space 9/Terek Nor	R	11.00	7.30	6.30
Defiant Dedication Plaque	R	4.40	3.80	3.10
D'Ghor	R	3.00	3.00	3.00
DNA Clues	R	3.40	3.00	3.00
Dukat	R	8.80	7.00	5.60
Duranja	R	3.80	3.00	3.00
Elim Garak	R	7.10	5.50	5.00
Enabran Tain	R	3.80	3.00	3.00
Entek	R	3.90	3.30	3.00
Establish Tractor Lock	R	4.30	3.30	3.00
Garak Has Some Issues	R	4.10	3.00	3.00
Garak's Tailor Shop	R	3.00	3.00	3.00
General Krim	R	3.00	3.00	3.00
Glora Rejal	R	3.00	3.00	3.00
Going to the Top	R	4.10	3.00	3.00
Grika	R	3.80	3.00	3.00
Groumall	R	3.80	3.00	3.00
Harvester Virus	R	3.00	3.00	2.60
HQ. Return Orb to Bajor	R	4.40	3.50	3.00
I.K.C. Toi'Kaht	R	4.60	3.30	3.00
Investigate Rumors	R	3.00	2.80	2.50
Jadzia Dax	R	12.00	9.50	7.10
Jake and Nog	R	7.90	6.30	5.00
Jara Essa	R	3.80	3.00	3.00
Julian Bashir	R	10.00	9.00	5.80
Kai Opaka	R	4.80	3.50	3.00
Karina	R	3.80	3.00	3.00
Kira Nerys	R	10.00	8.50	6.30
Korinas	R	3.00	3.00	3.00
Kovat	R	3.00	3.00	3.00
Lenaris Holm	R	3.00	3.00	3.00
Li Nalas	R	4.40	3.50	3.00
Makbar	R	3.80	3.00	3.00
Martus Mazur	R	3.80	3.00	3.00
Mora Pol	R	3.00	3.00	3.00
Morka	R	3.80	3.00	3.00
Mysterious Orb	R	4.30	3.30	3.00
Natima Lang	R	3.00	3.00	3.00
Neela	R	3.00	3.00	3.00
No Loose Ends	R	3.40	3.00	3.00
Odo	R	10.00	8.50	5.50
Orb Fragment	R	4.00	3.50	3.00
Pallira	R	3.00	3.00	3.00
Plain, Simple Garak	R	7.50	5.50	5.00
Plans of the Obsidian Order	R	3.80	3.00	2.60
Plans of the Tai Shiar	R	4.00	3.50	3.00
Prakesh	R	4.40	3.50	3.00
Protouniverse	R	3.80	3.00	3.00
Pup	R	3.40	3.00	3.00
Razka Kam	R	3.00	3.00	3.00
Recruit Mercenaries	R	3.00	3.00	3.00
Rescue Personnel	R	3.80	3.00	3.00
Relaya	R	3.00	3.00	3.00
Ruwon	R	3.80	3.00	3.00
Sakonna	R	3.80	3.00	3.00
Saltah'n Clock	R	4.30	3.30	3.00
Secret Compartment	R	3.00	3.00	3.00
Seismic Quake	R	3.00	3.00	3.00
Selveth	R	3.80	3.00	3.00
Shakaar Edon	R	3.90	3.30	3.00
Sorus	R	3.80	3.00	3.00
Surmak Ren	R	3.80	3.00	3.00
Symbiont Diagnosis	R	3.80	3.00	2.60
System 5 Disruptors	R	3.00	3.00	3.00
Tahna Los	R	4.40	3.50	3.00
Tekeny Ghemor	R	3.00	3.00	3.00
The Three Vipers	R	3.40	3.00	3.00
The Walls Have Ears	R	3.00	3.00	3.00
Tora Ziyal	R	4.00	3.50	3.00
Toran	R	3.80	3.00	3.00
Trauma	R	3.80	3.00	3.00
Turrel	R	3.80	3.00	3.00
U.S.S. Defiant	UR	38.75	34.00	27.00
U.S.S. Yangtze Kiang	R	4.40	3.50	3.00
Vakis	R	3.80	3.00	3.00
Vedek Winn	R	5.00	3.30	3.00
Yeto	R	3.00	3.00	3.00
Zef'No	R	3.80	3.00	3.00

THE DOMINION (134 cards) UPR MED LOW	
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HQ: Orbital			
Weapons Platform	R	4.20	3.00 3.00
I.K.C. Gr'oth	R+	4.90	4.30 4.00
I.K.C. Ning'tao	R	4.80	3.50 3.00
Keras	R+	5.20	4.50 4.00
Kira	R+	6.90	4.80 4.10
Lt. Bailey	R+	6.00	5.00 4.00
Lt. Bashir	R	8.00	5.00 4.60
Lt. Dax	R	11.25	7.00 5.00
Lt. Sulu	X	7.90	5.00 3.50
Lt. Uhura	R+	9.00	5.50 5.00
Lusky	R	5.60	4.50 4.00
Lumia	R+	4.90	4.30 4.00
Make It So	R	3.40	3.00 3.00
Mr. Scott	R+	10.00	6.00 3.50
Mr. Spock	R+	12.50	10.00 6.50
Odo	R+	9.80	7.00 5.00
Orb of Time	R	3.90	3.00 3.00
Resistance is Futile	R	3.00	3.00 3.00
Starship Enterprise	R+	12.25	8.50 6.10
Stolen Attack Ship	R	5.10	3.50 3.00
The Centurion	R+	5.60	4.50 4.00
Three of Five	R+	5.00	4.50 4.00
Thot Gor	R+	5.30	4.30 4.00
Velay	R+	4.80	4.00 4.00
Weyoun's Warship	R	4.40	4.00 3.30
Worf	R+	9.00	5.50 5.00

REFLECTIONS (105 Cards)	UPR	MED	LOW
Reflections Foil Set	403.75	402.50	401.25
Reflections Booster Box	139.75	131.50	123.25
Reflections Booster Pack	8.30	5.50	5.30
Super-Rare cards	5.00	5.00	4.00
Very Rare cards	5.00	3.00	2.50

GASE TOPPER (1/Case)	UPR	MED	LOW
Seven of Nine	Pr 55.00	50.00	37.50
DISPLAY BOX TOPPER (1/Box)	UPR	MED	LOW
100,000 Tribbles (Clone)	Pr 12.50	10.50	8.60
Admiral Riker	Pr 12.00	8.50	5.80
Dr. T'Pol	Pr 11.75	8.50	5.80
Gowron of Borg	Pr 11.75	8.50	5.80

CARD NAME	RAR	UPR	MED	LOW
Benjamin Sisko	SFR	15.00	7.00	7.00
Borg Queen	SFR	42.00	30.00	25.00
Ch'Jhol	VRF	5.00	4.00	2.50
Damar	VRF	5.00	4.00	2.50
Data	SFR	14.50	8.00	7.00
Decius	VRF	5.00	4.00	2.50
Future Enterprise	SFR	42.00	30.00	25.00
Garak	VRF	5.00	5.00	2.50
Geordi La Forge	SFR	10.00	7.00	6.00
Governor Worf	SFR	10.00	6.00	5.00
I.K.C. Bortas	VRF	5.00	4.00	2.50
I.K.C. Fek'lhr	VRF	5.00	4.00	2.50
I.K.C. Hegl'ta	VRF	5.00	4.00	2.50
I.K.C. Rotarlan	VRF	5.00	4.00	2.50
Interrogation	VRF	5.00	5.00	2.50
Investigate Rumors	VRF	5.00	4.00	2.50
Jadz'ia Dax	SFR	12.50	7.00	7.00
Jean-Luc Picard	SFR	42.00	30.00	25.00
Kalless	VRF	5.00	4.00	2.50
Kazara	VRF	5.00	4.00	2.50
Kira Founder	VRF	5.00	4.00	2.50
Kira Nerys	SFR	10.00	6.00	5.80
O'Brien Founder	VRF	5.00	4.00	2.50
Ocular Implants	VRF	5.00	5.00	2.50
Odo	SFR	10.00	8.00	7.00
Prakesh	VRF	4.50	4.00	2.50
Queen's Borg Cube	SFR	8.00	7.00	6.00
Study Nebula	VRF	5.00	4.00	2.50
Supernova	VRF	4.00	4.00	2.50
U.S.S. Defiant	SFR	42.00	35.00	26.00
U.S.S. Enterprise	SFR	15.00	12.00	9.00
U.S.S. Enterprise-C	SFR	7.00	5.00	5.00

MIRROR, MIRROR (131 cards)	UPR	MED	LOW
Mirror, Mirror Set	213.75	212.50	211.25
Mirror, Mirror Booster Box	83.75	82.50	81.25
Mirror, Mirror Booster Pack	3.30	3.00	3.00
Rare-plus card	5.00	4.50	4.00
Rare card	3.10	3.00	3.00
Uncommon card	0.80	0.60	0.50
Common card	0.25	0.20	0.10

CARD NAME	RAR	UPR	MED	LOW
A Fast Ship Would Be Nice	R	3.00	3.00	3.00
Artillery Attack	R	3.00	3.00	3.00
Bajoran Warship	R	3.50	3.00	3.00
Bareil	R+	5.50	4.00	4.00
Captain Bashir	R+	10.00	7.00	6.00
Captain Dax	R+	12.00	8.00	7.00
Chief Engineer Scott	R+	8.50	7.00	4.00
Chief Navigator Chekov	R+	8.00	6.00	4.00
Chief Surgeon McCoy	R+	10.00	8.00	4.00
Comm Officer Uhura	R+	8.00	6.00	4.00
Commander Ch'arvaneh	R+	5.00	5.00	4.00
Commander Leeta	R	4.50	4.00	4.00
Construct Starship	R	4.00	3.00	3.00
Defiant	R+	10.00	8.00	6.00
Denevan Neural Parasites	R	3.00	3.00	3.00
Dr. Farallon	R	3.00	3.00	3.00
Ezri	R+	5.00	4.00	4.00
Fesarius	R	3.50	3.00	3.00
First Officer Spock	UR	60.00	50.00	36.00
Fontaine	R+	4.50	4.00	4.00
Halkan Council	R	3.00	3.00	3.00
Horta	R	3.50	3.00	3.00
I.S.S. Enterprise	R+	12.00	10.00	6.00
Jake Sisko	R+	6.00	5.00	4.00
James Tiberius Kirk	R+	12.00	10.00	8.00

Kelvan Show of Force	R	3.00	3.00 3.00
Luanan	R	3.00	3.00 3.00
Mariena Moreau	R+	4.50	4.00 4.00
Mirror Terok Nor	R+	8.00	6.00 5.00
Mr. Brunt	R+	5.00	4.00 4.00
Mr. Nog	R+	5.50	5.00 4.00
Mr. Quark	R+	6.50	5.00 4.00
Mr. Rom	R+	6.00	5.00 4.00
Mr. Sisko	R+	8.00	8.00 6.00
Mr. Tuvok	R	5.50	5.00 5.00
Nurse Chapel	R+	6.00	5.00 5.00
Overseer Odo	R+	6.50	6.00 5.00
Professor Sisko	R+	6.00	6.00 5.00
Regency 1	R	4.50	3.00 3.00
Regent Worf	R+	7.50	6.00 6.00
Ruk	R	3.50	3.00 3.00
Security Chief Garak	R+	6.00	5.00 4.00
Security Chief Sulu	R+	6.50	5.00 4.00
Smiley	R+	5.00	4.00 4.00
Tantalus Field	R	3.50	3.00 3.00
Terran Rebellion HQ	R	3.00	3.00 3.00
The Art of Diplomacy	R	3.00	3.00 3.00
The Guardian of Forever	R	3.50	3.00 3.00
The Intendant	R+	6.00	5.00 4.00
Thomas Paris	R	5.00	5.00 5.00
Weyoun of Borg	R+	5.50	5.00 5.00

VOYAGER (201 Cards/17 Vests)	UPR	MED	LOW	
Voyager Set	243.75	242.50	241.25	
Voyager Starter Display	78.75	77.50	76.25	
Voyager Starter Deck	10.00	10.00	9.00	
Voyager Booster Box	68.75	67.50	66.25	
Voyager Booster Pack	3.40	3.30	3.10	
Rare cards	3.10	3.00	2.90	
Uncommon cards	0.80	0.50	0.50	
Common cards	0.50	0.10	0.10	
Fixed cards (x)	0.50	0.20	0.15	
CARD NAME	RAR	UPR	MED	LOW
Aggressive Behavior	R	3.00	3.00	2.30
Ancestral Vision	R	3.00	3.00	2.30
Arturis	R	3.00	3.00	2.30
Astral Eddy	R	3.00	3.00	2.30
B'Elaanna Torres	R	9.30	6.50	5.30
B'Elaanna Torres	R	11.00	8.00	5.50
Barzan Wormhole	R	3.80	3.00	2.30
Caretaker's Array	R	4.50	3.00	2.30
Chakotay	R	9.30	6.50	4.90
Chakotay	R	10.50	7.50	4.90
Culluh	R	3.00	2.80	2.10
Cure Deadly Virus	R	2.90	2.30	1.30
Danara Pel	R	3.00	2.80	2.10
Delta Flyer	R	6.70	5.00	3.90
Dereh	R	3.00	2.80	2.10
Dr. Arriid	R	3.00	2.80	2.10
Dr. Ma'Bor Jetrel	R	3.00	2.80	2.10
Dr. Telex R'Mor	R	3.00	2.80	2.10
Hanonian Land Eel	R	3.00	2.80	2.10
Haron	R	3.00	2.80	2.10
Harry Kim	R	7.90	6.00	4.50
Hulk Breach	R	3.00	2.80	2.10
Investigate Quantum Singularity	R	2.90	2.30	1.30
Karden	R	3.00	2.80	2.10
Kathryn Janeway	R	10.75	8.00	6.50
Kazon Warship	R	4.50	3.00	2.30
Kes	R	9.30	6.50	5.30
Kes	R	9.10	7.00	5.30
Kol	R	3.00	3.00	2.30
Kurros	R	3.00	3.00	2.30
Lon Suder	R	3.80	2.80	2.10
Lon Suder	R	4.50	2.80	2.10
Macrovirus	R	3.00	3.00	2.30
Maxwell Burke	R	3.00	2.80	2.10
Maxwell Burke	R	3.80	2.80	2.10
Mimis	R	3.00	2.80	2.10
Motura	R	3.00	3.00	2.30
Neelix	R	9.30	6.50	5.30
Neelix	R	9.10	7.00	5.30
Nevala	R	3.00	3.00	2.30
Penk	R	3.00	3.00	2.30
Quinn	R	3.00	3.00	2.30
Razik	R	3.00	3.00	2.30
Rekar	R	3.00	3.00	2.30
Restore Victims	R	3.00	2.50	1.30
Rudolph Ransom	R	3.00	2.80	2.10
Rudolph Ransom	R	3.80	2.80	2.10
Samantha Wildman	R	3.80	3.00	2.30
Seska	R	6.80	6.00	4.10
Seska	R	8.00	7.00	4.10
Seven of Nine	R	11.50	9.00	7.30
Seven of Nine	R	15.25	10.00	7.30
Subspace Fracture	R	3.00	3.00	2.30
Sulan	R	3.00	3.00	2.30
Sherrif Worf	R	3.00	2.80	2.10
Tabor	R	3.80	2.80	2.10
Tanis	R	3.00	2.80	2.10
The Cloud	R	3.00	2.80	2.10
The Doctor	R	9.10	7.00	4.50
The Pendari Champion	UR	43.00	25.00	22.75
The Swarm	R	3.00	3.00	2.30
Tierna	R	3.00	3.00	2.30
Tom Paris	R	8.50	6.50	4.90
Tuvok	R	8.50	6.50	4.90
U.S.S. Equinox	R	6.80	4.50	3.60
U.S.S. Equinox	R	8.00	4.50	3.60
U.S.S. Voyager	R	9.50	8.00	5.80
Vidian Boasting Claw	R	3.00	3.00	2.30
Vidian Cruiser	R	3.80	2.80	2.10
Volcanic Eruption	R	3.00	2.80	2.10

Vorik	R	3.00	2.50	2.00	
War Council	R	3.00	2.50	2.00	
THE BORG (143 cards)		UPR	MED	LOW	
The Borg Set		123.75	122.50	121.25	
The Borg Booster Box		84.75	76.00	68.00	
The Borg Booster Pack		3.30	3.00	2.70	
Rare-plus cards		5.50	5.00	4.00	
Rare cards		3.00	3.00	3.00	
Uncommon cards		0.80	0.50	0.50	
Common cards		0.25	0.10	0.10	
CARD NAME		RAR	UPR	MED	LOW
B'Elaanna	R+	10.00	10.00	5.00	
Borg Cube	U	0.80	0.80	0.50	
Borg Data Node	U	0.80	0.80	0.50	
Borg Nanoprobes	U	0.80	0.80	0.50	
Borg Queen	R+	12.00	10.00	7.00	
Borg Queen's Ship	R	5.00	5.00	5.00	
Borg Tactical Cube	R	5.00	4.00	4.00	
Captain Chakotay	R+	10.00	10.00	5.00	
Deanna Troi	R+	10.00	10.00	5.00	
Equinox Doctor	R+	7.50	7.50	5.00	
Equinox Doctor (AC)	R	9.00	8.00	7.50	
Feedback Surge	U	0.80	0.80	0.50	
Fifth	R	6.50	6.00	4.00	
Hajur (AC)	R+	6.00	6.00	6.00	
I.K.C. Voq'leq	R+	6.50	6.00	4.00	
Icheb	R+	6.00	6.00	4.00	
Icheb (AC)	R	6.00	6.00	5.50	
Invasive Procedures	U	0.80	0.80	0.50	
Karr	R	6.50	6.00	4.00	
Kazon Fighter	U	0.80	0.80	0.50	
Kes	R+	10.00	10.00	4.00	
Liberty	R	7.50	7.00	4.00	
Marika (AC)	R	6.00	6.00	6.00	
Maturation Chamber	U	0.80	0.80	0.50	
Mezoti (AC)	R+	6.00	6.00	5.50	
Multivector Assault Mode	U	0.80	0.80	0.50	
Omega Directive	U	0.80	0.80	0.50	
Omega Particle	U	0.90	0.80	0.50	
One	R+	6.00	6.00	4.00	
Orum (AC)	R	6.00	6.00	6.00	
Photonic Energy Being	U	0.80	0.80	0.50	
Rebi and Azan (AC)	R	6.00	6.00	5.50	
Reginald Barclay	UR	47.00	35.00	25.00	
Riley Frasier (AC)	R	7.50	6.00	5.50	
Sabotaged Negotiations	U	0.80	0.80	0.50	
Seven of Nine	R+	15.00	10.00	7.00	
The Clowen:					
Beneath the Mask	U	0.80	0.80	0.50	
The Think Tank's Ship	R	5.00	5.00	4.00	
Three of Nine	R	6.00	6.00	4.00	
U.S.S. Dauntless	R	8.80	8.00	4.00	
U.S.S. Dauntless (AC)	R+	10.00	10.00	6.00	
U.S.S. Prometheus	R+	11.00	7.50	4.00	
U.S.S. Prometheus (AC)	R+	12.50	7.50	6.00	

HOLDECK ADVENTURES (140 cards)				
Holodeck Adventures Set	187.50	185.00	172.50	
Holodeck Adv. Booster Box	85.00	75.00	67.50	
Holodeck Adv. Booster Pack	3.30	3.30	3.00	
Rare-plus cards	5.40	4.60	4.10	
Rare cards	4.00	3.50	3.00	
Uncommon cards	0.90	0.80	0.70	
Common cards	0.25	0.25	0.10	
CARD NAME	RAR	UPR	MED	LOW
Ah-Kel and Ro-Kel	R	5.00	4.00	3.30
Arachnia	R+	7.90	5.00	4.30
Bajoran Resistance Cell	U	1.00	0.90	0.70
Barash	R	5.00	4.00	3.30
B'Elaanna Daughter of Miral	R+	9.80	6.00	5.00
Bynars Data Transfer	U	1.00	0.90	0.70
Captain Proton	R+	10.00	8.00	4.50
Chancellor Gowron	R+	7.50	5.50	4.30
Chula: Trickery	U	1.00	0.90	0.70
Dixon Hill	UR	49.25	40.00	22.00
Ekor	U	1.00	0.90	0.70
Ezri Dax	R+	9.60	5.00	3.80
Iden	R+	5.30	4.80	3.80
Iden	R+	6.90	6.00	4.40
Kejal	R+	6.30	5.00	4.00
Leonardo da Vinci	R	6.00	4.00	3.50
Minuet	R	4.30	4.00	2.90
Mr. Garak	R+	7.50	6.00	4.40
Naomi Wildman	U	1.00	0.90	0.70
Olara	R+	7.10	6.00	4.30
Orbital Bombardment	R	5.00	3.80	2.80
Pralor Warship	U	1.00	0.90	0.60
Professor Hony Bare	R+	5.30	5.00	4.30
Professor Moriarty	R+	7.00	4.80	4.00
Regina Bartholomew	U	1.00	0.90	0.70
Satan's Robot	U	1.00	0.90	0.70
Secret Agent Julian Bashir	R+	9.60	5.50	5.00
Sherrif Worf	R+	5.50	5.00	4.90
Sherlock Holmes	R+	9.80	5.50	4.50
Sigmund Freud	R	4.30	4.00	3.50
The E.C.H.	R+	7.50	5.50	4.40
The President of Earth	R	5.00	4.00	3.90
Transwarp Hub	R	4.30	4.00	3.50
Vic Fontaine	R+	6.30	5.00	4.00
Weiss	R+	7.00	6.00	4.30



Geonosian Fighter	C	0.25	0.25	0.10
Geonosian Guard	U	1.00	1.00	0.50
Geonosian Sentry	R	4.00	4.00	3.40
Geonosian Squad	C	0.25	0.25	0.10
Geonosian Warrior	U	1.00	1.00	0.70
Go to the Temple	U	1.00	1.00	0.50
Gozanti Cruiser	C	0.25	0.25	0.10
Hatch a Clone	C	0.25	0.25	0.10
Hero's Dodge	C	0.25	0.25	0.10
Hero's Duty	R	4.00	4.00	3.00
Hero's Flaw	R	4.00	3.80	3.00
High-Force Dodge	C	0.25	0.25	0.10
Hyperdrive Ring	C	0.25	0.25	0.10
Infantry Battle Droid	U	1.00	1.00	0.70
B1 Series	U	1.00	1.00	0.70
Interference in the Senate	R	4.00	4.00	3.00
InterGalactic Banking	U	1.00	1.00	0.50
Clan Starship	C	0.25	0.25	0.10
Jango Fett (A)	R	9.80	5.50	4.80
Jango Fett (B)	R	7.50	5.00	4.00
Jango Fett (C)	U	1.30	1.00	0.70
Jango Fett (D)	C	0.25	0.25	0.10
Jar Jar Binks (A)	R	5.00	4.00	3.80
Jawa Sandcrawler	U	1.00	1.00	0.50
Jedi Call for Help	R	4.10	4.00	3.80
Jedi Council Summons	R	4.00	4.00	3.80
Jedi Knight's Deflection	R	4.00	3.80	3.00
Jedi Patrol	U	1.00	1.00	0.50
Jedi Starfighter 3R3	C	0.25	0.25	0.10
Kaminoan Guard	U	1.00	1.00	0.70
Kit Fisto (A)	U	1.00	1.00	0.70
Knockdown	C	0.25	0.25	0.10
Lama Su (A)	R	4.10	4.00	3.40
Last in the Asteroids	C	0.25	0.25	0.10
Lull in the Fighting	C	0.25	0.25	0.10
Luxury Airspeeder	U	1.00	1.00	0.70
Master and Apprentice	U	1.00	1.00	0.70
Mending	C	0.25	0.25	0.10
N-1 Starfighter	C	0.25	0.25	0.10
Naboo Cruiser	C	0.25	0.25	0.10
Naboo Defense Station	R	4.00	4.00	3.00
Naboo Royal Starship	C	0.25	0.25	0.10
Naboo Security Guard	U	1.00	1.00	0.50
Naboo Senatorial Escort	C	0.25	0.25	0.10
Naboo Spaceport	U	1.00	1.00	0.50
Naboo Starfighter	U	1.00	1.00	0.50
Squadron	C	0.25	0.25	0.10
Nexu	U	1.00	1.00	0.70
Nute Gunray (A)	U	1.00	1.00	0.50
Obi-Wan Kenobi (A)	R	8.00	5.50	5.00
Obi-Wan Kenobi (B)	U	1.30	1.00	0.70
Obi-Wan Kenobi (C)	C	0.25	0.25	0.10
Obi-Wan's Starfighter (A)	R	6.00	5.00	4.00
Order Here	R	4.00	3.50	3.00
Padawan's Deflection	C	0.25	0.25	0.10
Padmé Amidala (A)	R	5.30	5.00	4.40
Padmé Amidala (B)	R	5.00	4.50	4.00
Padmé Amidala (C)	U	1.00	1.00	0.70
Padmé Amidala (D)	C	0.25	0.25	0.10
Padmé's Yacht (A)	R	4.00	4.00	3.80
Patrol Speeder	C	0.25	0.25	0.10
Peace on Naboo	C	0.25	0.25	0.10
Pilot's Dodge	C	0.25	0.25	0.10
Plo Koon (A)	R	4.60	4.00	3.80
Plot the Lession	R	4.00	4.00	3.00
Poggle the Sacerdot (A)	U	1.00	1.00	0.50
Power Dive	R	4.00	3.80	3.40
Queen Jamilla (A)	R	4.30	4.00	3.40
R2-D2 (A)	R	5.00	5.00	3.90
Recon Speeder	U	1.00	1.00	0.50
Reek	U	1.00	1.00	0.50
Republic Assault Ship	U	1.00	1.00	0.70
Republic Attack	U	1.00	1.00	0.70
Gunship UH-478	C	0.25	0.25	0.10
Republic Cruiser	C	0.25	0.25	0.10
Republic's Malfunction	C	0.25	0.25	0.10
Return to Spaceport	C	0.25	0.25	0.10
Rickshaw	C	0.25	0.25	0.10
San Hill (A)	U	1.00	1.00	0.50
Second Effort	R	4.00	3.80	3.00
Seek the Council's Wisdom	R	4.10	4.00	3.00
Shack Ti (A)	U	1.00	1.00	0.70
Ship Arrival	U	1.00	1.00	0.50
Shu Mai (A)	U	1.00	1.00	0.50
Slave I (A)	R	6.50	5.80	4.00
Slumming on Coruscant	C	0.25	0.25	0.10
Sonic Shockwave	C	0.25	0.25	0.10

Speeder Bike Squadron	C	0.25	0.25	0.10
Spirit of the Fallen	R	4.00	4.00	3.60
Splinter the Republic	U	1.00	1.00	0.70
Starship Refit	C	0.25	0.25	0.10
Strength of Hate	U	1.00	1.00	0.70
Subtle Assassination	U	1.00	1.00	0.70
Super Battle Droid 8EX	U	1.00	1.00	0.50
Surge of Power	C	0.25	0.25	0.10
Swoop Bike	C	0.25	0.25	0.10
Take the Initiative	C	0.25	0.25	0.10
Target Locked	C	0.25	0.25	0.10
Target the Senator	R	4.30	3.90	3.40
Taun We (A)	R	4.00	4.00	3.00
Taylander Shuttle	C	0.25	0.25	0.10
Techno Union Starship	C	0.25	0.25	0.10
Trade Federation Battleship	U	1.00	1.00	0.70
Trade Federation	U	1.00	1.00	0.50
Battleship Core	R	4.00	4.00	3.00
Trade Federation C-9979	U	1.00	1.00	0.50
Trade Federation	U	1.00	1.00	0.50
War Freighter	C	0.25	0.25	0.10
Tyrannus's Edict	R	4.30	4.00	3.40
Tyrannus's Geonosian	U	1.00	1.00	0.70
Speeder (A)	R	4.00	4.00	3.80
Tyrannus's Gift	U	1.00	1.00	0.70
Tyrannus's Sailoer (A)	R	5.00	4.30	3.80
Tyrannus's Wrath	R	4.30	4.00	3.80
Underworld Connections	U	1.00	1.00	0.70
Walking Droid Fighter	C	0.25	0.25	0.10
War Will Follow	R	4.00	3.60	3.00
Ward of the Jedi	R	4.00	3.80	3.40
Wat Tambor (A)	U	1.00	1.00	0.50
Watto (A)	U	1.00	1.00	0.50
Weapon Response	U	1.00	1.00	0.50
Wedding of Destiny	U	1.00	1.00	0.70
Windu's Solution	R	4.30	4.00	3.40
Yoda (A)	R	5.80	5.00	4.50
Yoda (B)	U	1.30	1.00	0.70
Yoda's Intervention	R	4.00	4.00	3.40
Zam Wesell (A)	R	5.00	4.30	3.80
Zam Wesell (B)	C	0.25	0.25	0.10
Zam's Airspeeder (A)	U	1.00	1.00	0.70
Total		366.50	329.50	258.30



Warhammer 40,000 Set	397.50	395.00	392.50
WH40K Starter Box	95.00	95.00	95.00
WH40K Booster Box	85.00	85.00	85.00
WH40K Starter Deck	9.00	9.00	9.00
WH40K Booster Pack	3.00	3.00	3.00
CARD NAME	RAR	UPR	RED
5th Co. Standard Bearer R	4.10	3.50	3.40
Abandoned Settlement C	0.20	0.15	0.10
Adepta Sororitas R	4.40	3.30	3.00
Agemann's Bodyguard U	1.30	1.00	0.90
Akhai R	4.10	3.30	3.00
Aleathra C	0.20	0.15	0.10
Apothecary Singa C	0.20	0.15	0.10
'ard Boyz C	0.20	0.15	0.10
Ardean Raiders C	0.20	0.15	0.10
Ardeas Valley X	1.00	1.00	0.80
Arennis U	1.10	1.00	0.90
Arthridil U	1.00	1.00	0.90
Assault Drop Pods R	5.60	3.30	3.00
Assurmen R	4.90	3.30	3.00
Athercion U	1.00	1.00	0.90
Avatar F	8.30	6.00	4.30
Baal Predator U	1.00	1.00	0.90
Bad Moon Boyz C	0.20	0.15	0.10
Baharroth C	0.20	0.15	0.10
Balechta C	0.20	0.15	0.10
Barbed Wire C	0.20	0.15	0.10
Barbican Peaks X	1.00	1.00	0.80
Barbican Settlers C	0.20	0.15	0.10
Battle Wagon F	7.50	6.00	4.30
Big Wattle, Mekboss U	1.00	1.00	0.90
Bike Squad C	0.20	0.15	0.10
Blood Angels Terminators C	0.20	0.15	0.10
Blood Axe Boyz U	1.00	1.00	0.90
Bloodthirster R	4.40	3.30	3.00
Boarboyz C	0.20	0.15	0.10

Boss Snikrot	R	5.50	4.30	3.40
Boss Zagstruk	F	7.30	6.00	4.30
Bunker Complex	U	1.00	1.00	0.90
Burna Boyz	U	1.00	1.00	0.90
Captain Agemann	R	4.10	3.30	3.00
Captain Miller	R	3.90	3.30	3.00
Ceruthar	C	0.20	0.15	0.10
Chaos Bikers	C	0.20	0.15	0.10
Chaos Dreadnought	R	4.30	3.80	3.40
Chaos Fleet	X	1.00	1.00	0.80
Chaos Havocs	U	1.00	1.00	0.90
Chaos Land Raider	R	4.30	3.80	3.40
Chaos Obliterators	R	4.30	4.00	3.80
Chaos Predator	C	0.20	0.15	0.10
Chaos Predator Destructor	U	1.00	1.00	0.90
Chaos Rhino	C	0.20	0.15	0.10
Chaos Space Marines	C	0.20	0.15	0.10
Chaos Terminators	U	1.00	1.00	0.90
Chaos Thunderhawk	R	4.30	4.00	3.80
Chaos Veterans	R	4.30	4.00	3.80
Chaplain Darnus	U	1.00	1.00	0.90
Chaplain Narran	C	0.20	0.15	0.10
Cobra	R	4.30	4.00	3.80
Codicier Xerid	U	1.00	1.00	0.90
Command Bunker	R	4.30	3.80	3.40
Command Rhino	R	4.30	3.80	3.40
Commander Reifennath	F	7.50	6.00	4.30
Cordon Tharn	U	1.00	1.00	0.90
Cultist Cabal	U	1.10	1.00	0.90
Da Redskull Kommandos	R	5.80	4.80	4.10
Da Vulcha Boyz	Pr	4.80	4.50	3.80
Daemonic Prince	R	3.90	3.30	3.00
Daemonic Cavalry	U	1.00	1.00	0.90
Dakka Boyz	C	0.20	0.15	0.10
Death Company	R	4.10	3.30	3.00
Deathskull Boyz	C	0.20	0.15	0.10
Discs of Tzeentch	C	0.20	0.15	0.10
Doomrider	F	7.00	6.00	4.30
Doomwing Fighters	Pr	4.80	4.50	3.80
Dreadnought	C	0.20	0.15	0.10
Drop Pods	F	7.50	6.00	4.30
Drop Zone	U	1.00	1.00	0.90
Elder Fleet	X	1.00	1.00	0.80
Eldrad Ulthran	R	3.90	3.30	3.00
Erebus, Chaos Lord	R	3.90	3.30	3.00
Erichnia	C	0.20	0.15	0.10
Evil Sunz Trukks Boyz	U	1.00	1.00	0.90
Fabius Bile	Pr	4.80	4.50	3.80
Falcon	F	7.00	6.00	4.30
Farseer Faeruthir	C	0.20	0.15	0.10
Farseer Hilan	U	1.30	1.00	0.90
Fiends of Slaanesh	R	3.90	3.30	3.00
Fights-Bommerz	R	4.10	3.30	3.00
Fire Base	C	0.20	0.15	0.10
Fire Prism	R	3.90	3.30	3.00
Flak Wagon	U	1.00	1.00	0.90
Flash Gift	U	1.00	1.00	0.90
Force Field Generator	R	3.10	3.00	3.00
Freebootas	C	0.20	0.15	0.10
Fuegan	Pr	4.80	4.50	3.80
Furious Dreadnought	R	3.90	3.30	3.00
Ghazghkull Thraka	Pr	4.80	4.50	3.80
Goff Boyz	U	1.00	1.00	0.90
Great Unclean One	R	4.40	3.30	3.00
Grel Shitta	C	0.20	0.15	0.10
Gretchin Mob	U	1.30	1.00	0.90
Grot Slaves	U	1.30	1.00	0.90
Heavy Bolter Attack Bikes	U	1.00	1.00	0.90
Heavy Bolter Razorback	U	1.00	1.00	0.90
Honor Guard	U	1.00	1.00	0.90
Imeniel	U	1.10	1.00	0.90
Inquisitor Eisenhorn	R	4.40	3.30	3.00
Jan Zar	U	1.00	1.00	0.90
Jainan	R	5.10	3.30	3.00
Jamming Station	U	1.00	1.00	0.90
Jarchorra	C	0.20	0.15	0.10
Jed Kat Ulthan	R	3.60	3.30	3.00
Jetbike Squad Aladron	R	3.60	3.30	3.00
Jetbike Squad Asurilun	R	3.90	3.30	3.00
Jetbike Squad Bahrani	C	0.20	0.15	0.10
Jetbike Squad Erion	U	1.00	1.00	0.90
Juggernauts of Khorne	C	0.20	0.15	0.10
Karandras	C	0.20	0.15	0.10
Kaura	C	0.20	0.15	0.10
Keeper of Secrets	R	4.40	3.30	3.00
Khaelon	C	0.20	0.15	0.10
Khaingazhili	C	0.20	0.15	0.10
Khan the Betrayer	R	4.40	3.30	3.00
Khorne Berserkers	F	7.30	6.00	4.30
Khorne Bloodletters	U	1.00	1.00	0.90
Khorne Brass Scorpion	U	1.00	1.00	0.90
Khorne Flesh Hounds	U	1.00	1.00	0.90
Khorne Tower of Skulls	R	3.60	3.30	3.00
Killer Kanz	C	0.20	0.15	0.10
Kir-zit, Daemonic Prince	F	7.30	6.00	4.30
Kommandos	U	1.00	1.00	0.90
Laminidias	C	0.20	0.15	0.10
Land Raider	F	7.50	6.00	4.30
Land Speeder	C	0.20	0.15	0.10
Land Speeder Tornado	U	1.00	1.00	0.90
Laoreth	R	3.90	3.30	3.00
Lascannon Razorback	U	1.00	1.00	0.90
Lexicanium Fulgur	C	0.20	0.15	0.10
Lochesis	C	0.20	0.15	0.10
Lootas	R	3.60	3.30	3.00
Looted Land Raida	R	4.10	3.30	3.00
Looted Leman Russ	R	3.90	3.30	3.00
Looted Rhino	R	3.90	3.30	3.00
Lord of Change	R	4.40	3.50	3.40

Huntsman	U	0.90	0.80	0.60
Hydra	C	0.25	0.25	0.20
Ichor Pool	U	0.90	0.80	0.60
Imperial Bunker	U	0.90	0.80	0.60
Imperial Fortress	R	4.50	4.00	3.50
Imperial Guard	X	1.00	1.00	0.80
Imperial Outpost	C	0.25	0.25	0.20
Intendured Militia	U	0.90	0.80	0.60
Infantry Squad	C	0.25	0.25	0.20
Inquisitor Vradenburg	F	9.00	6.00	5.50
Khorne's Chosen	R	4.50	4.00	3.50
Land Raider Crusader	R	4.50	4.00	3.50
Lasgauts	U	0.90	0.80	0.60
Legion, Wild				
Rider Chieftain	R	4.80	4.50	3.80
Leman Russ	C	0.25	0.25	0.20
Lictor	R	4.50	4.00	3.50
Looted Chimera	U	0.90	0.80	0.60
Looted Demolisha	F	9.00	6.00	5.50
Lord Solar Macharius	F	9.00	6.00	5.50
Magnor Atoll	X	1.00	1.00	0.80
Malefactor	U	0.90	0.80	0.60
Manicore	U	0.90	0.80	0.60
Marauder Bombers	R	4.50	4.00	3.50
Master of the Ravening	R	4.80	4.50	3.80
Maximilian Weissmann	R	4.80	4.50	3.80
Mephidian Guard	R	4.50	4.00	3.50
Mephidian Hive Militia	C	0.25	0.25	0.20
Missile Sile	R	4.50	4.00	3.50
Molten River	C	0.25	0.25	0.20
Mordant Iron Guard	U	0.90	0.80	0.60
Mortiflor - Black Guard				
ian Storm Squad	C	0.25	0.25	0.20
Mortar Squad	C	0.25	0.25	0.20
Mystic Spore	R	4.50	4.00	3.50
Nautic Guard	U	0.90	0.80	0.60
Nemaioid	F	10.25	8.50	6.80
Nemahian	R	4.50	4.00	3.50
Night Spinner	U	0.90	0.80	0.60
Nightgaunts	R	4.50	4.00	3.50
Nightscurge	R	4.50	4.00	3.50
Nikolai	C	0.25	0.25	0.20
Nithard - Wild				
Rider Guardians	C	0.25	0.25	0.20
Notz Warlike Mob	U	0.90	0.80	0.60
Nork Dudding	R	4.80	4.50	3.80
Nurgling Swarm	C	0.25	0.25	0.20
Ogryns	R	4.50	4.00	3.50
Old One Eye	Pr	5.50	5.00	5.00
Ork Lobba	C	0.25	0.25	0.20
Ork Stronghold	U	0.90	0.80	0.60
Orkmedes	Pr	5.50	5.00	5.00
Penal Legion	U	0.90	0.80	0.60
Penitron	U	0.90	0.80	0.60
Phantom Titan	Pr	5.50	5.00	5.00
Phoenix Bombers	R	4.50	4.00	3.50
Phiblox	U	0.90	0.80	0.60
Plague Marine				
Terminators	U	0.90	0.80	0.60
Power Station	U	0.90	0.80	0.60
Prophesus Broodkin	C	0.25	0.25	0.20
Protean Guard	R	4.50	4.00	3.50
Protagonists	R	4.50	4.00	3.50
Pyrogauts	U	0.90	0.80	0.60
Ratling Snipers	U	0.90	0.80	0.60
Ravaged Metropolis	R	4.50	4.00	3.50
Ravener	R	4.50	4.00	3.50
Ravening Bike Squad	C	0.25	0.25	0.20
Razorfex	C	0.25	0.25	0.20
Reaver Titan	Pr	5.50	5.00	5.00
Rico's Ratings	U	0.90	0.80	0.60
Ripper Flood	C	0.25	0.25	0.20
Ripper Swarm	U	0.90	0.80	0.60
Rough Riders	C	0.25	0.25	0.20
Salamander				
Command Vehicle	R	4.50	4.00	3.50
Salamander				
Scout Vehicle	U	0.90	0.80	0.60
Schaffers Last Chancers	F	9.00	6.00	5.50
Scorchia	R	4.50	4.00	3.50
Scorpion Grav Tank	U	0.90	0.80	0.60
Soythe Swarm	U	0.90	0.80	0.60
Soythed Hierodule	F	9.00	6.00	5.50
Seer Council	U	0.90	0.80	0.60
Sentinel Squadron	C	0.25	0.25	0.20
Seraphim	R	4.50	4.00	3.50
Sergeant Adeon	Pr	6.00	6.00	5.50
Sgt "Blackblade" Wood	R	4.80	4.50	3.80
Shadow Weaver Battery	U	0.90	0.80	0.60
Shadowsworn	R	4.50	4.00	3.50
Sickle Swarm	C	0.25	0.25	0.20
Slasher Swarm	U	0.90	0.80	0.60
Spore Wolf Extremator	U	0.90	0.80	0.60
Spore Chimney	U	0.90	0.80	0.60
Spore Mines	U	0.90	0.80	0.60
Squad Aegir	U	0.90	0.80	0.60
Squad Heimdall	U	0.90	0.80	0.60
Squad Mjolnir	C	0.25	0.25	0.20
Squad Sleipnir	C	0.25	0.25	0.20
Squad Thialfi	C	0.25	0.25	0.20
Squad Wulfric	C	0.25	0.25	0.20
Steel Legion Platoon	U	0.90	0.80	0.60
Support Thunderhawk	R	4.50	4.00	3.50
Swarm Tyrant	R	4.50	4.00	3.50
Tank Repair Facility	U	0.90	0.80	0.60
Tank Pits	R	4.50	4.00	3.50
Tarantula Battery	U	0.90	0.80	0.60
Termagants	C	0.25	0.25	0.20
Terminal Hive Mephidian	X	1.10	1.00	0.80
Terrorgaunts	C	0.25	0.25	0.20

The Censorium	R	4.50	4.00	3.50
The Red Terror	F	9.00	6.00	5.50
Trench Maze	U	0.90	0.80	0.60
Troichev	R	4.50	4.00	3.50
Trygon	R	4.50	4.00	3.50
Tyrannids	X	1.00	1.00	0.80
Tyrant Guard	U	0.90	0.80	0.60
Ultramarine Veterans	U	0.90	0.80	0.60
Vanguisher	C	0.25	0.25	0.20
Venerable Dreadnought	R	4.50	4.00	3.50
Veteran Citylighters	C	0.25	0.25	0.20
Veteran Ogryns	R	4.50	4.00	3.50
Veteran Platoon	U	0.90	0.80	0.60
Victor	R	4.50	4.00	3.50
Vindicare Assassin	Pr	5.50	5.00	5.00
Vindul, Spiritseer	U	0.90	0.80	0.60
Viragon	R	4.50	4.00	3.50
Warlike Outriders	R	4.50	4.00	3.50
Warriors	C	0.25	0.25	0.20
Wh-Thian Moors	X	1.00	1.00	0.80
Ymgai "Stealers"	C	0.25	0.25	0.20
Zoanthrope	R	4.50	4.00	3.50
Total		481.45	414.00	351.40



WARLORD (305)		UPR	MED	LOW
Warlord Set		563.75	520.00	473.75
Warlord Starter Box		101.50	90.25	85.25
Warlord Booster Box		106.50	99.00	97.00
Warlord Starter Deck		10.00	9.80	9.40
Warlord Booster Pack		2.80	2.80	2.70
Rare card		4.00	3.00	3.00
Uncommon card		0.50	0.50	0.50
Common card		0.25	0.20	0.10
Fixed card (X)		4.00	3.80	3.00
CARD NAME	RAR	UPR	MED	LOW
Alessandria	R	5.00	5.00	4.00
Alia	U	0.80	0.80	0.50
Amulet of Illusion	R	4.00	4.00	3.00
Anandale's Armor	R	5.00	5.00	4.00
Artheon	U	0.80	0.80	0.50
Assassination	R	5.00	5.00	5.00
Backstab	U	0.80	0.80	0.80
Balmtear's Potion	R	5.00	5.00	5.00
Banish the Wound	U	1.00	1.00	0.80
Baqbou Umbala	U	0.80	0.80	0.50
Battle Axe	U	0.80	0.80	0.50
Below the Helm	U	0.80	0.80	0.50
Bloodstained Dagger	U	0.80	0.80	0.50
Bloodsteel	U	0.80	0.80	0.50
Boots of Speed	Pre	5.00	5.00	4.80
Bruin Lenore	U	1.00	1.00	0.50
Brunton's Helm	U	1.00	1.00	0.50
Catapult Crew	U	1.00	1.00	0.50
Chain Lightning	R	5.00	4.00	3.00
Chain Mail	U	1.00	1.00	0.80
Cleave	R	4.00	4.00	3.00
Cloak of Protection	Pre	5.00	5.00	5.00
Cordoes	R	4.00	4.00	3.00
Count Damien	R	5.00	5.00	3.00
Critical Strike	U	1.00	1.00	1.00
Crown of Command	Pre	10.00	7.00	5.00
Crushbone Mace	Pre	5.70	5.00	5.00
Crystallsphere Staff	R	4.00	4.00	3.00
Cure Lethal Wounds	R	5.00	4.00	3.00
Cure Serious Wounds	U	0.80	0.80	0.50
Dakot	U	0.80	0.80	0.50
Demon of Kvar	R	6.00	6.00	4.00
Dispel Magic	U	0.80	0.80	0.50
Divine Intervention	U	0.80	0.80	0.50
Dodge	U	0.80	0.80	0.50
Duncan Kinslayer	R	5.00	5.00	3.00
Extensions	R	5.00	4.00	3.00
Fennis	R	4.00	4.00	3.00
Final Stand	R	5.00	4.00	3.00
Flame Arrows	U	1.00	1.00	0.50
Full Plate	R	5.00	5.00	3.00
Gift From Above	U	0.80	0.80	0.50
Glyph of Fate	R	6.00	6.00	5.00
Glyph of Healing	Pre	6.00	5.00	5.00
Gnorrrow Yaw	X	4.00	4.00	4.00
Gorzhek	U	0.80	0.80	0.50
Great Cleave	R	5.00	5.00	3.00
Halberdier	U	0.80	0.80	0.50
Hammer of Peronor	R	4.00	4.00	3.00
Hassimal	U	1.00	1.00	0.50
Healing Potion	U	1.00	1.00	1.00
Husuk	U	5.00	5.00	3.00
Ice Bolt	U	0.80	0.80	0.50
If You Still Breathe...	R	5.00	4.00	3.00
Imperial Amulet	Pre	10.00	7.00	5.00
Imperial Guard	U	1.00	1.00	0.50
Johan Halfblooded	R	6.00	6.00	5.00
Kenia	U	0.80	0.80	0.50
Kerebrus	R	5.00	5.00	3.00
Keridwen	U	1.00	1.00	0.50
King Xod	R	6.00	6.00	5.00
Knowledge	U	0.80	0.80	0.50
Krun	X	5.00	4.80	4.00
Lady Eranse	R	5.00	5.00	4.00
Lathos	R	4.00	4.00	3.00
Lieutenant Dunbar	R	5.00	5.00	3.00
Logan Ebrownfowl	X	4.80	4.00	4.00

Long Bow	U	0.80	0.80	0.50
Lord Gahid Relion	R	5.00	5.00	5.00
Loyal Nag	U	0.80	0.80	0.50
Loyalty's Reward	R	5.00	5.00	3.00
Madriga's Defense	U	0.80	0.80	0.50
Maidenhair Serpent	U	1.00	1.00	0.80
Mail of Virtue	R	4.00	4.00	3.00
Mass Blessing	R	6.00	6.00	4.00
Master Anandale	R	4.00	4.00	3.00
Maximilian	R	5.00	5.00	3.00
Meteor Swarm	R	5.00	4.00	3.00
Mirror Image	U	0.80	0.80	0.50
Mrthrog Armor	U	1.00	1.00	0.50
Orochroff	U	0.80	0.80	0.50
Poison	R	4.00	4.00	3.00
Poisoned Blade	R	4.00	4.00	3.00
Power Word: Kill	R	4.00	4.00	3.00
Prepared for Battle	R	4.00	4.00	3.00
Prince Alaric	R	5.00	4.00	3.00
Princess Dashkova	R	5.00	5.00	4.00
Rathe	X	4.80	4.00	4.00
Ring of Vorn	U	0.80	0.80	0.50
Robe of the Wind	R	4.00	4.00	3.00
Rod of Striking	Pre	5.00	5.00	4.80
Rren'the	R	4.00	4.00	3.00
Sandstone Gargoyle	U	1.00	1.00	0.50
Sethusk	R	5.00	5.00	5.00
Shatter	U	0.80	0.80	0.50
Shield Bash	U	1.00	1.00	0.50
Shield Block	U	0.80	0.80	0.50
Signon's Armor	R	5.00	5.00	5.00
Sir Robert the Vigilant	X	4.80	4.00	4.00
Slayer the Unkind	X	4.00	4.00	4.00
Slayer's Tome	Pre	10.00	7.00	6.00
Sloven	R	4.00	4.00	3.00
Smite	U	0.80	0.80	0.50
Sorscha	R	5.00	5.00	5.00
Soul Stealer	Pre	5.00	5.00	4.80
Spell Book	U	0.80	0.80	0.50
Strike True	R	4.00	4.00	3.00
Summon Avatar	R	4.00	4.00	3.00
Summon Monster	R	4.00	4.00	3.00
Sword of Chaos	X	4.80	4.00	3.00
Symbol of Kerebrus	Pre	5.00	5.00	4.80
Tears of the Storm	R	5.00	5.00	4.00
Tepheroth	R	5.00	5.00	4.00
Test of Faith	R	4.00	4.00	3.00
The Beast Knight	R	4.00	4.00	3.00
The King's Lady	R	4.00	4.00	4.00
Thunic Wyvern	U	1.00	1.00	0.80
Too Fast to See	R	5.00	5.00	3.00
Toren Yscar	R	9.00	5.00	4.00
Turned to Stone	R	5.00	5.00	3.00
Uthanak	X	5.00	4.80	4.00
Uther Killer-of-Bears	R	5.00	5.00	5.00
Yldrokk the Crippler	R	5.00	4.00	3.00
Valanthie	U	0.80	0.80	0.50
Varg	R	4.00	4.00	3.00
Wall of Air	U	0.80	0.80	0.50
War Horse	U	1.00	1.00	0.50
War Rune	R	4.00	4.00	3.00
Web	U	0.80	0.80	0.50
Wyvernsting Bow	R	4.00	4.00	3.00
Yedraw's Tooth	R	6.00	6.00	5.00



Watching My Back R 3.00 3.00 2.80
We're Doing This R 3.00 3.00 2.50
For Your Own Good! R 3.00 3.00 2.50
What's Wrong with You People? R 3.00 3.00 2.50
Where Are Your Medals? UR 11.00 10.00 9.00
Workin' on the Knee R 3.00 3.00 2.50
You're Not in My League R 3.00 3.00 2.80



BLUE EYES WHITE DRAGON (224 Cards)

1st Edition BEWD Set 862.50 657.50 423.75
1st Ed. BEWD Starter Box 220.00 195.00 135.00
1st Ed. BEWD Booster Box 225.00 180.00 118.00
1st Ed. Yugi Starter Deck 33.75 27.50 17.50
1st Ed. Kaiba Starter Deck 35.00 30.00 17.50
1st Ed. BEWD Booster Pack 8.90 8.30 5.80
1st Ed. Foil Card Multiplier 2.00 2.00 1.80
Unlimited BEWD Set 480.00 373.75 233.25
Unltd. BEWD Starter Box 176.25 145.00 121.25
Unltd. BEWD Booster Box 176.25 137.50 96.25
Unltd. Yugi Starter Deck 25.75 21.50 17.00
Unltd. Kaiba Starter Deck 26.25 21.50 17.00
Unltd. BEWD Booster Pack 7.30 6.00 4.60
Unltd. Foil Card Multiplier 1.90 1.80 1.60
"SECRET" ULTRA RARES UR MED LOW
Gaia the Dragon

Champion (L125) 46.00 34.00 21.25
Tri Horned Dragon (L000) 23.75 20.00 16.25
Unlimited Cards (5 1st Ed.) UR MED LOW
Ultra-Rare card 90% 80% 4 70%
Super-Rare card 90% 80% 7 70%
Rare card 80% 70% 6 60%
Common card 80% 50% 5 50%
Fixed card 80% 50% 5 50%

CARD BAR UR MED LOW
Ancient Elf (Y024) X 0.90 0.50 0.50
Ancient Telescope (K039) X 1.00 0.70 0.50
Ansatsu (Y016) X 0.90 0.50 0.50
Aqua Madoor (L027) R 5.40 4.00 3.00
Armair (L079) C 0.50 0.50 0.30
Armored Ninja (L106) R 5.40 4.00 3.00
Armored Starfish (L116) C 0.50 0.50 0.30
Baron of the

Fiend Sword (Y036) X 0.90 0.50 0.50
Basic Insect (L008) C 0.50 0.50 0.30
Battle Ox (K005) X 0.90 0.50 0.50
Beast Fangs (L041) C 0.70 0.50 0.30
Beaver Warrior (L064) C 0.50 0.50 0.30
Beaver Warrior (Y005) X 0.90 0.50 0.50
Blue-Eyes White Dragon (L001) UR 48.75 35.00 17.50
Blue-Eyes White Dragon (K001) UR 23.25 16.50 15.00
Book of Secret Arts (L043) C 0.70 0.50 0.30
Book of Secret Arts (Y021) X 0.90 0.50 0.50
Card Destruction (Y042) C 0.70 0.50 0.30
Castle Walls (K049) X 1.00 0.70 0.50
Castle Walls (Y049) X 1.00 0.70 0.50
Celtic Guardian (L007) SR 11.50 9.00 6.50
Celtic Guardian (Y009) X 2.10 1.00 0.60
Change of Heart (Y032) X 2.90 0.80 0.50
Charubin the

Fire Knight (L015) R 5.40 4.00 3.00
Claw Reacher (Y018) X 0.90 0.50 0.50
Curse of the Dragon (L066) SR 16.50 10.00 6.50
Curse of the Dragon (Y008) X 5.10 1.80 0.60
D. Human (K030) X 0.90 0.50 0.50
Dark Assassin (K015) X 0.90 0.50 0.50
Dark Energy (L088) C 0.70 0.50 0.30
Dark Energy (K020) X 1.00 0.70 0.50
Dark Gray (L011) C 0.50 0.50 0.30
Dark Hole (L052) SR 13.25 7.80 6.40
Dark Hole (K022) X 3.50 1.50 0.60
Dark Hole (Y022) X 3.50 1.50 0.60
Dark King of the Abyss (L020) C 0.50 0.50 0.30
Dark Magician (L005) UR 36.25 20.00 15.00
Dark Magician (Y006) UR 22.50 15.00 12.75
Dark Titan of Terror (K014) X 0.90 0.50 0.50
Darkfire Dragon (L019) R 5.90 5.30 3.50
Darkworld

Thoms (L114) C 0.50 0.50 0.30
De-Spell (K035) X 1.00 0.70 0.50
De-Spell (Y029) X 1.00 0.70 0.50
Destroyer Golem (K028) X 0.90 0.50 0.50
Dian Keto the Curo Master (Y023) X 2.50 0.80 0.50
Dissoverlock (L031) C 0.50 0.50 0.30
Doma The Angel of Silence (Y015) X 0.90 0.50 0.50
Dragon Capture Jar (L045) R 5.30 3.80 3.00
Dragon Capture Jar (Y044) X 1.40 1.00 0.60
Dragon Treasure (L092) C 0.70 0.50 0.30
Dragon Zombie (Y014) X 0.90 0.50 0.50
Dragons of the Wicked Knight (L086) R 5.40 4.00 3.00
Drooling Lizard (L115) C 0.50 0.50 0.30
Electro-Whip (L093) C 0.70 0.50 0.30

Enchanting Mermaid (L084) C 0.50 0.50 0.30
Exodia the Forbidden One (L124) UR 56.75 47.50 22.50
Feral Imp (Y002) X 0.90 0.50 0.50
Fiend Reflection #2 (L021) C 0.50 0.50 0.30
Final Flame (L100) R 5.10 3.50 3.00
Firegrass (L018) C 0.50 0.50 0.30
Firegrass (L085) C 0.50 0.50 0.30
Fissure (L057) R 5.40 4.00 3.00
Fissure (K032) X 1.40 1.00 0.60
Fissure (Y026) X 1.40 1.00 0.60
Flame Ghost (L029) R 5.30 3.80 3.00
Flame Manipulator (L016) C 0.50 0.50 0.30
Flame Swordsman (L003) SR 9.50 8.00 6.50
Flower Wolf (L107) R 5.00 3.30 3.00
Follow Wind (L098) C 0.80 0.60 0.30
Forest (L046) C 0.70 0.50 0.30
Frenzied Dragon (L081) C 0.50 0.50 0.30
Fusionist (L022) R 5.00 3.30 3.00
Gaia The Pierce Knight (L006) UR 28.00 20.00 12.75
Gaia The Pierce Knight (Y007) X 2.00 1.50 0.60
Giant Soldier of Stone (L068) R 5.40 5.00 3.50
Giant Soldier of Stone (Y013) X 1.00 1.00 0.60
Goblin's Secret Remedy (L099) R 5.10 3.50 3.00
Gravedigger Ghoul (L065) R 5.10 3.50 3.00
Great White (Y011) X 0.90 0.50 0.50
Green Phantom King (L034) C 0.50 0.50 0.30
Gyakutenno Megami (K011) X 0.90 0.50 0.50
Hane-Hane (L110) R 5.40 4.00 3.00
Hane-Hane (K046) X 2.50 1.00 0.60
Hard Armor (L074) C 0.50 0.50 0.30
Hinotama (L056) C 0.70 0.50 0.30
Hinotama Soul (L026) C 0.50 0.50 0.30
Hitotsu-Me Giant (L002) C 0.50 0.50 0.30
Hitotsu-Me Giant (K002) X 0.90 0.50 0.50
Hitotsu-Me Giant (Y021) X 1.00 0.70 0.50
Judge Man (K007) X 0.90 0.50 0.50
Just Desserts (K040) X 1.00 0.70 0.50
Kagemusha of the Blue Flame (L028) C 0.50 0.50 0.30
Karbonale Warrior (L067) R 5.30 3.80 3.00
King Fog (L036) C 0.50 0.50 0.30
Kojikocy (K009) X 0.90 0.50 0.50
Kojikocy Dragon (K006) X 1.00 0.80 0.50
Kumotoko (L082) C 0.50 0.50 0.30
Kurama (L039) C 0.50 0.50 0.30
La Jinn the Mystical Genie of the Lamp (K026) X 1.00 0.80 0.50
Larvas (L073) C 0.50 0.50 0.30
Laser Cannon

Armor (L089) C 0.70 0.50 0.30
Last Will (Y039) X 1.00 0.70 0.50
Left Arm of the Forbidden One (L123) UR 41.50 32.50 17.50
Left Leg of the Forbidden One (L121) UR 41.50 32.50 17.50
Legendary Sword (L040) C 0.70 0.50 0.30
Lesser Dragon (L113) C 0.50 0.50 0.30
Lord of D. (K041) C 0.70 0.50 0.30
Machine Conversion Factory (L096) C 0.70 0.50 0.30
Magical Ghost (Y025) X 0.90 0.50 0.50
Mammoth Graveyard (L009) C 0.50 0.50 0.30
Mammoth Graveyard (Y010) X 0.90 0.50 0.50
Man Eater (L075) C 0.50 0.50 0.30
Man-Eater Bug (L108) SR 9.50 7.80 6.40
Man-Eater Bug (Y046) X 3.30 1.00 0.60
Man-Eating Treasure Chest (Y037) X 0.90 0.50 0.50
Masaki the Legendary Swordsman (L038) C 0.70 0.50 0.30
Master & Expert (K016) X 0.90 0.50 0.50
Meta Bat (L083) C 0.50 0.50 0.30
Metal Dragon (L102) R 8.10 5.30 3.50
Misairuzame (L111) C 0.50 0.50 0.30
Monster Egg (L017) C 0.50 0.50 0.30
Monster Reborn (L118) UR 25.50 15.00 14.25
Monster Reborn (K036) X 4.30 1.50 0.60
Monster Reborn (Y030) X 4.30 1.50 0.60
Mountain (L048) C 0.70 0.50 0.30
M-Warrior #1 (L076) C 0.50 0.50 0.30
M-Warrior #2 (L077) C 0.50 0.50 0.30
Mysterious Puppeteer (K043) X 0.90 0.50 0.50
Mystic Clown (K018) X 0.90 0.50 0.50
Mystic Clown (Y019) X 0.90 0.50 0.50
Mystic Horseman (K012) X 0.90 0.50 0.50
Mystical Elf (L062) SR 9.50 7.80 6.40
Mystical Elf (Y001) X 2.00 1.50 0.60
Mystical Moon (L094) C 0.70 0.50 0.30
Mystical Sheep #2 (L037) C 0.50 0.50 0.30
Nemuriko (L013) C 0.50 0.50 0.30
Neo the Magic Swordsman (Y035) X 0.90 0.50 0.50
Ogre of the Black Shadow (K019) X 0.90 0.50 0.50

One-Eyed Shield Dragon (L087) C 0.50 0.50 0.30
Ookazi (K023) X 1.00 0.70 0.50
Pale Beast (K031) X 0.90 0.50 0.50
Pettit Angel (L025) C 0.50 0.50 0.30
Pettit Dragon (L024) C 0.50 0.50 0.30
Polymerization (L059) SR 13.25 8.00 6.50
Pot of Greed (L119) R 7.80 6.30 3.60
Power of Kaishin (L044) C 0.70 0.50 0.30
Raigeki (L053) SR 13.75 9.00 6.50
Raise Body Heat (L097) C 0.70 0.50 0.30
Ray & Temperature (L035) C 0.50 0.50 0.30
Reaper of the Cards (L071) R 5.10 3.50 3.00
Red Medicine (L054) C 0.70 0.50 0.30
Red-Eyes Black Dragon (L070) UR 43.75 31.50 17.00
Reinforcements (K038) X 1.00 0.70 0.50
Reinforcements (Y031) X 1.00 0.70 0.50
Remove Trap (L060) C 0.70 0.50 0.30
Remove Trap (K048) X 1.00 0.70 0.50
Remove Trap (Y048) X 1.00 0.70 0.50
Reverse Trap (K047) X 1.00 0.70 0.50
Reverse Trap (Y047) X 1.00 0.70 0.50
Right Arm of the Forbidden One (L122) UR 44.25 33.50 17.50
Right Leg of the Forbidden One (L120) UR 44.25 33.50 17.50
Rogue Doll (K008) X 0.90 0.50 0.50
Root Water (L032) C 0.50 0.50 0.30
Rude Kaishin (K027) X 0.90 0.50 0.50
Ryu-Kishin (K003) X 0.90 0.50 0.50
Ryu-Kishin Powered (K024) X 0.90 0.50 0.50
Sand Stone (L109) C 0.50 0.50 0.30
Silver Bow Arrow (L091) C 0.70 0.50 0.30
Silver Fang (L010) C 0.50 0.50 0.30
Silver Fang (Y012) X 0.90 0.50 0.50
Skull Red Bird (L012) C 0.50 0.50 0.30
Skull Red Bird (K029) X 0.90 0.50 0.50
Skull Servant (L004) C 0.50 0.50 0.30
Sogen (L049) C 0.70 0.50 0.30
Sogen (K045) X 1.00 0.70 0.50
Sorcerer of the Doomed (Y038) X 0.90 0.50 0.50
Soul Exchange (Y041) SR 8.40 7.80 6.40
Sparks (L055) C 0.70 0.50 0.30
Spike Seadra (L103) C 0.50 0.50 0.30
Spirit of the Harp (L078) R 5.00 3.30 3.00
Steel Ogre

Groth #1 (L112) C 0.50 0.50 0.30
Stop Defense (L095) R 5.40 4.00 3.00
Succubus Knight (L117) C 0.50 0.50 0.30
Summoned Skull (Y004) X 3.80 2.00 0.60
Sword of Dark Destruction (Y020) X 1.40 0.80 0.50
Swords of Revealing Light (L101) SR 11.50 8.80 6.40
Swordstalker (K025) X 0.90 0.50 0.50
Terra the Terrible (L080) C 0.50 0.50 0.30
Terra the Terrible (K013) X 0.90 0.50 0.50
The 13th Grave (L014) C 0.50 0.50 0.30
The Flute of Summoning Dragon (K042) SR 8.30 7.30 6.30
The Furious Sea King (L033) C 0.50 0.50 0.30
The Inexperienced Spy (K037) X 0.90 0.50 0.50
The Mystic Mystic (Y033) X 0.90 0.50 0.50
The Wicked Wood Beast (K004) X 0.90 0.50 0.50
Trap Hole (L058) SR 8.00 7.80 6.40
Trap Hole (K033) X 1.90 1.30 0.60
Trap Hole (Y027) X 1.90 1.30 0.60
Trap Master (K044) X 1.00 0.70 0.50
Trap Master (Y043) X 1.00 0.70 0.50
Tribe of Hell (L012) C 0.50 0.50 0.30
Tripple Beast (L104) C 0.50 0.50 0.30
Turtle Tribe (L023) C 0.50 0.50 0.30
Two-Mouth Darkruler (L030) C 0.50 0.50 0.30
Two-Pronged Attack (L061) R 5.10 3.50 3.00
Two-Pronged Attack (K034) X 1.00 0.80 0.50
Two-Pronged Attack (Y028) X 1.00 0.80 0.50
Tyhone (L063) C 0.50 0.50 0.30
Ultimate Offering (K050) X 1.40 0.80 0.50
Ultimate Offering (Y050) X 1.40 0.80 0.50
Umri (L050) C 0.70 0.50 0.30
Unknown Warrior of Fiend (K017) X 0.90 0.50 0.50
Uraby (L069) C 0.50 0.40 0.25
Uraby (K010) X 0.90 0.50 0.50
Vile Grems (L090) C 0.70 0.50 0.30
Violet Crystal (L042) C 0.70 0.50 0.30
Waboku (Y040) X 0.90 0.50 0.50
Wall of Illusion (Y034) X 0.90 0.50 0.50
Wasteland (L047) C 0.70 0.50 0.30
Winged Dragon Guardian of the Fortress #1 (Y002) X 1.00 1.00 0.60
Witty Phantom (K003) C 0.50 0.50 0.30
Witty Phantom (Y017) X 0.90 0.50 0.50
Yami (L051) C 0.70 0.50 0.30
Yami (Y045) X 1.00 0.70 0.50
Total 880.60 630.40 416.20

Puppiest! Puppiest! R 4.00 3.50 2.90
Samson Dog R 2.60 2.50 2.50
Shane O'Mac R 3.60 3.30 2.90
Sit Out Powerbomb R 2.60 2.50 2.50
Sleeper R 2.60 2.50 2.50
Spear R 2.60 2.50 2.50
Spinning Heel Kick R 2.60 2.50 2.50
Stagger R 3.10 2.80 2.50
Stone Cold Stunner UR 10.75 10.25 9.50
Superkick R 2.60 2.50 2.50
The People's Elbow UR 10.00 10.00 9.50
The People's Eyebrow UR 11.25 10.50 9.50
Torture Rack R 2.60 2.50 2.50
Undertaker's Tombstone Plowdriver UR 10.25 9.50 8.80
Walls of Jericho UR 10.00 9.00 7.80

FULLY LOADED (150 Cards) UR MED LOW
Fully Loaded Set 118.75 117.50 116.25
Fully Loaded Starter Box 83.25 81.50 79.75
Fully Loaded Booster Box 87.25 86.50 85.75
Fully Loaded Starter Deck 9.30 9.00 8.50
Fully Loaded Booster Pack 3.30 3.00 3.00
Ultra-Rare foil card 9.10 8.80 8.40
Rare card 3.00 3.00 3.00
Uncommon card 0.60 0.50 0.50
Common card 0.25 0.25 0.20
Fixed card (X) 1.50 1.50 1.30

CARD NAME BAR UR MED LOW
A%\$ Drop UR 8.50 8.00 7.50
Acolyte Protection Agency R 2.80 2.50 2.50
Attitude Adjustment R 2.80 2.50 2.50
B.A.'s Military Press Slam R 2.80 2.50 2.50
Big Stupid Grin UR 8.50 8.00 7.50
Bronco Buster R 2.80 2.50 2.50
Call to the Crowd R 3.10 3.00 2.80
Chyna's Pedigree UR 9.30 9.00 8.50
Claw R 2.80 2.50 2.50
Crimper Crossface UR 8.50 8.00 7.50
Dinner Damm Duddlezz! R 2.80 2.50 2.50
Doggy Pump Handle Slam UR 8.40 8.00 7.00
Double Clothesline R 3.10 3.00 2.80
Double Underhook Suplex R 3.00 3.00 2.80
Enter the Stratus-phere R 2.80 2.50 2.50
European Uppercut R 2.80 2.50 2.50
Fall-Away Slam R 2.80 2.50 2.50
Fame-A\$-er UR 8.40 8.00 7.00
Get Hardcore UR 8.40 8.00 7.00
Get Your GED UR 8.40 8.00 7.00
Giant Swing R 2.80 2.50 2.50
Guerrero Frog Splash UR 8.50 8.00 7.00
Huge Bump Out of the Ring R 2.80 2.50 2.50
I'm an A%\$ Man R 3.30 3.00 2.80
I've Got Two Words For Ya... UR 8.80 8.00 7.00
Inferno Match R 2.80 2.50 2.50
It's True, It's True! UR 8.80 8.00 7.00
Juke "N" Jive R 2.80 2.50 2.50
Kick Out! R 2.80 2.50 2.50
Kickin' The Shiz-nit

Doggy Style R 2.80 2.50 2.50
Leaping Spin Kick R 2.80 2.50 2.50
Lets Make Some Noise... R 2.80 2.50 2.50
Masked Vengeance UR 8.80 8.00 7.00
Missile Dropkick R 2.80 2.50 2.50
Monsault R 2.80 2.50 2.50
Northern Lights Suplex R 2.80 2.50 2.50
Olympic Slam UR 8.80 8.00 7.00
Patented Austin Kick to the Gut UR 8.80 8.00 7.00
Patented Rock Footstomp UR 9.30 9.00 8.50
Reeking of Awesomeness R 2.80 2.50 2.50
Ref KO'd! R 3.30 3.00 2.80
Rest In Peace UR 8.80 8.00 7.00
Rikishi Driver UR 8.80 8.00 7.50
Sidewalk Slam R 2.80 2.50 2.50
Springboard Drop Kick UR 8.50 8.00 7.50
STF R 3.30 3.00 2.80
Suicide Plancha R 2.80 2.50 2.50
Superplex R 2.80 2.50 2.50
Tazmission UR 8.30 8.00 7.00
The 9th Wonder of the World UR 8.50 8.00 7.50

The Federation's Purest Athlete R 2.80 2.50 2.50
Thug It - Dead UR 8.50 8.00 7.50
Time Keeper's Bell R 2.80 2.50 2.50
Tori Enters the Fray! UR 8.50 8.00 7.50
Trash Can R 2.80 2.50 2.50
Triple H's Reverse Neck Breaker UR 9.80 9.50 8.80
Turn the Tide R 6.80 6.50 4.50
X-Factor UR 8.50 8.00 7.50

BACKLASH (150 Cards)

Backlash Set 320.00 285.00 250.00
Backlash Starter Box 94.75 91.50 88.25
Backlash Booster Box 88.75 87.50 86.25
Backlash Starter Deck 9.50 9.00 8.50
Backlash Booster Pack 3.30 3.00 3.00
Ultra Rare foil card 10.50 10.25 10.25
Rare card 8.30 6.50 4.80
Uncommon card 1.50 0.50 0.50
Common card 0.50 0.25 0.20
Fixed card (X) 1.40 1.30 1.10
CARD NAME BAR UR MED LOW
3D UR 9.80 9.50 8.80
Again With This #&@!\$?%?! Announcer's Table R 3.00 3.00 2.80
Blown Spot R 9.00 8.00 5.30
Brothers! It's the End UR 10.75 10.00 9.50
BuhBuh Bomb UR 10.00 10.00 8.80
BuhBuh Punch R 3.30 3.00 2.80
Busted Wide Open R 3.00 3.00 2.80
Catonatic Stare R 4.30 3.00 2.80
ConChairto UR 10.25 10.00 8.80
Cruxifix Rollup R 3.00 3.00 2.80
Don't Mess with the Champ! R 3.00 3.00 2.80
DTA UR 9.80 9.50 7.80
DVon... Get the Table! R 3.00 3.00 2.50
Eddie's Roll Up UR 9.50 9.00 7.50
EdgeOMatic UR 11.50 10.00 8.30
Fully Loaded! R 3.00 3.00 2.80
Greetings to Our Fans... R 3.00 3.00 2.80
Half Hour Suplex R 3.80 3.00 2.80
Heel Turn R 3.00 3.00 2.80
Here a There, There a Mark... Hung Out to Dry R 3.00 3.00 2.50
I Did It For You UR 10.25 10.00 9.00
I'm Gonna Put You Through the Ring R 3.00 3.00 2.80
Incite the Fans! R 3.30 3.00 2.80
Just Another Victim! UR 10.25 10.00 9.50
Kazoo Theme Songs R 3.00 3.00 2.80
Lita to the Xtreme R 3.30 3.00 2.80
Matt's Moonsault R 3.00 3.00 2.80
Microphone Cord R 3.30 3.00 2.50
Million Dollar Smile R 3.00 3.00 2.80
No Mercy! R 3.30 3.00 2.80
Old School

Wrestling Match UR 10.00 10.00 9.50
Ovicular Fortitude UR 10.25 10.00 8.50
Pac's Back UR 9.60 9.30 8.10
Poetry in Motion R 3.30 3.00 2.80
Premiere WWF Prove Me Wrong UR 9.80 9.50 8.30
Put It All On the Line R 3.00 3.00 2.80
Ride the Barricade R 3.30 3.00 2.50
Right to (Censor) Interfere UR 10.50 10.00 10.00
Running Clothesline R 3.00 3.00 2.80
Seeing Stars R 3.00 3.00 2.80
Sharpshooter R 6.40 3.00 2.80
Sledge Hammer Shot Sodas Rule! UR 10.25 10.00 10.00
Spinning Elbow R 3.30 3.00 2.80
Stun Gun R 3.00 3.00 2.80
Superior Acrobatics UR 10.00 10.00 9.50
Swanton Bomb UR 9.80 9.50 8.80
Testify! UR 10.25 10.00 9.50
The Brahma Bull UR 11.00 10.00 9.50
The One Billy Gunn UR 9.80 9.50 7.80
Three Faces of Foley UR 10.25 10.00 8.80
Twist of Fate UR 9.80 9.50 8.30
Underrated Superstar UR 3.00 3.00 2.80
Unprettier UR 9.80 9.50 8.30

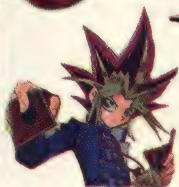
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Elizabeth Hopper (15) - Mar. 8

The Outpost, Taylors, SC

Dragonball Z Swiss - 20 participants

2nd: Danny Bolbolan (22) 3rd: Ben Shiffler (18) 4th: Chris Walker (14)

- 1x Piccolo The Trained
- 1x Piccolo Trunks Saga Lv. 2
- 1x Piccolo Earth's Protector
- 1x Namekian Style Mastery
- 1x Earth Dragonballs 1-7
- 1x Foreboding Evidence
- 1x Make a Wish
- 1x Frieza is Ready
- 3x Namekian Focusing Effort
- 1x Android 18, Android Saga
- 1x Captain Ginyu
- 1x Expectant Trunks
- 1x Don't You Just Hate That
- 1x Winter Countryside
- 3x Master Roshi's Island
- 1x Vegeta's Quickness Drill
- 1x Namekian Preparation Drill
- 1x Good Advice
- 1x Straining Energy Blast Move
- 2x Straining Floating Attack Move
- 2x Android 18's Energy Burst
- 3x Namekian Destruction Blast
- 1x Earth Dragonball Capture
- 3x Straining Outburst Move
- 3x Straining Jump Kick Move
- 3x Namekian Forearm Smash
- 1x Namekian Elbow Smash
- 1x Namekian Wrist Grab
- 1x Chiaotzu's Psychic Hail
- 1x Android 17 Smirks
- 1x Runaway
- 3x Battle Pausing
- 2x Trunks Energy Sphere
- 1x Namekian Friendship
- 3x Namekian Regeneration
- 3x Frieza Smiles
- 3x Dream Fighting
- 1x Cell's Defense
- 1x Frieza's Force Bubble
- 1x Time is a Warrior's Tool
- 1x Super Saiyan Effect
- 1x Vegeta's Physical Stance
- 1x Nappa's Physical Resistance
- 1x Nappa's Energy Aura
- 3x Namekian Energy
- 2x Namekian Fist Block

Anil Damani (18) - Mar. 29

The Outpost, Taylors, SC

Dragonball Z Swiss - 22 participants

2nd: Dennis Gillian (21) 3rd: Ben Shiffler (18) 4th: Scott Cely (11)

Andrew C. Hopper (21) - Apr. 5

The Outpost, Taylors, SC

Dragonball Z Swiss (\$) - 17 participants

2nd: Ben Shiffler (19) 3rd: Billy Schmidt (21) 4th: Josh Thomas (11)

Nathan Shiffler (17) - Apr. 12

The Outpost, Taylors, SC

Dragonball Z (\$) - 12 participants

2nd: Ben Shiffler (19) 3rd: Danny Bolbolan (21) 4th: Patrick O'Connell (17)

- 3x Red Offensive Stance
- 3x Red Explosive Assault
- 3x Red Sidekick
- 3x Red Energy Blast
- 1x Nappa's Physical Resistance
- 3x Android 20 is Caught Off Guard

- 3x Android 19's Distress
- 3x Straining Focusing Move
- 3x Red Knife Hand
- 3x Red Blocking Hand
- 3x Red Energy Shield
- 3x Cells Power Drain
- 3x Trunks Swiftly Moving
- 1x Android 20 Absorbing Drill
- 3x Gohan's Energy Defense
- 3x Red Shattering Leap
- 3x Red Knee Bash
- 1x Frieza is Ready
- 1x Drills are for the Weak
- 3x Red Power Rush
- 1x Android 18
- 3x Captain Ginyu's Energy Attack
- 1x Red King Cold Observation
- 3x Red Lifting Kick
- 3x Red Lightning Slash
- 1x Enraged
- 3x Red Flight
- 1x Time is a Warriors Tool
- 1x Vegeta's Physical Stance
- 1x Chiaotzu's Physical Halt



Gigi Giacomelli (33) - Mar. 16

La Grotta Di Merlino, Brescia, Italy

Lord of the Rings Constructed (\$) - 8 participants

- 1x Frodo, Reluctant Adventurer
- 1x The One Ring, Isildur's Bane
- 1x Prancing Pony
- 1x Weatherhills
- 1x Ford of Bruinen
- 1x Moria Lake
- 1x The Bridge of Khazad-Dum
- 1x Galadriel's Glade
- 1x Arwen Confluence
- 1x Pillars of the Kings
- 1x Summit of Amon Hen
- 1x Legolas, Greenleaf
- 1x Arwen, Daughter of Elrond
- 1x Aragorn, King in Exile
- 1x Boromir, Lord of Gondor
- 3x Defiance
- 1x The Tale of Gil-Galad
- 1x Gwemegil
- 1x The Seen and the Unseen
- 2x No Stranger to the Shadows
- 2x Valiant Men of the West
- 2x Armor
- 2x What are They?
- 2x Swordsman of the Northern Kingdom
- 1x The Saga of Elenild
- 1x Ranger's Sword
- 1x Aragorn's Bow
- 3x Athelas
- 1x Sting
- 2x Hobbit Stealth
- 1x Blade of Gondor
- 2x Sentinels of Numinor
- 2x Relentless Charge
- 3x Morgul Gates
- 2x All veils Removed
- 2x Blade Tip
- 2x Black Breath
- 1x Morgul Blade
- 1x Beauty is Fading
- 1x Ulaire Cantea
- 1x Ulaire Enquea
- 2x Ulaire Lemanya
- 2x Ulaire Nelya
- 3x Ulaire Neriea
- 2x Ulaire Toldea
- 1x Ulaire Ostea

- 3x Morgul Skulker
- 3x In the Ringwraith's Wake
- 1x The Balrog, Durin's Bane

Mike Blumberg (32) - Apr. 13

Wonder Water, St. Petersburg, FL

Lord of the Rings Constructed Swiss (\$)

- 10 participants

2nd: Trek Barnes (18) 3rd: Cynthia hart (47) 4th: William Bramer (18)

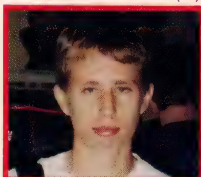


Jessie Tangreen (21) - Apr. 6

Wizards of the Desert, Moab, UT

MTG Type I (\$) - 16 participants

2nd: Devin Soli (21) 3rd: Jason Carey (22) 4th: Laurie Thomas Shelton (20)



Jimmy Schroeder (16) - Apr. 6

Fan-Quest, Yuma, AZ

MTG Chaos Melee - 16 participants



Charlie Johanson (15) - Mar. 30

The Outpost, Taylors, SC

Mage Knight Swiss - 6 participants

2nd: Mike Winters (19) 3rd: Bryan Williams (15) 4th: David Rhodes (18)

Peter Shoun (14) - Apr. 6

The Outpost, Taylors, SC

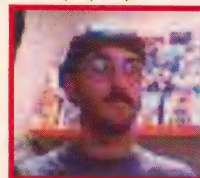
Mage Knight Swiss - 6 participants

2nd: David Rose 3rd: Charlie Johanson

4th: Mike Winters

- 1x Barber-Surgeon (weak)
- 1x Pyre Spirit
- 1x Technomancer (weak)
- 1x Technomancer (tough)
- 1x Half-troll Hacker (weak)
- 1x Half-troll Hacker (standard)
- 1x Half-troll Hacker (tough)
- 1x Otem Guardsman (tough)
- 1x Willow Nock

- 1x Standard Bearer (weak)
- 1x Faith Healer (weak)
- 1x Kretch Darktacher
- 1x Berserker (tough)
- 1x Clutch Piper (weak)



Dave Wheelley (31) - Apr. 13

Cyclops Lair Games and Comics, Logansport, IN

Mage Knight Campaign (\$) - 10 participants

Kyle Blassengale (14) - Apr. 13

The Outpost, Taylors, SC

Mage Knight Swiss - 6 participants

2nd: David Rose 3rd: Vince Celey 4th: Scotty Moody

Jeremy Hammar - Apr. 20

UniCon Game Faire, Merrimack NH

Mage Knight Sinister Sealed Booster (\$)

- 29 participants

2nd: Tony Faber

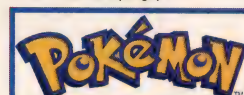
Keith Marston (22) - Apr. 28

Collectors Paradise, Fresno, CA

Mage Knight Sealed Deck Swiss (\$) - 7 participants

2nd: Don Warmuth (33) 3rd: Mike Grossman (15) 4th: Eli Houston (28)

- 2x Magestone Lord (weak)
- 1x Fighting Automaton (standard)
- 1x Corrupted Priest (standard)
- 1x Warrior Sprite (standard)
- 1x Death Merchant (standard)
- 1x Elven Recruit (tough)



Brandon Martinez (14) - Mar. 23

Fan-Quest, Yuma, AZ

Pokemon - 16 participants

Ben Richardson (15) - Apr. 6

The Outpost, Taylors, SC

Pokemon Swiss - 6 participants

2nd: Toney Ford (11) 3rd: Kyle Blassengale (14) 4th: Ben Ogle (19)

1x Nightly Garbage Run

3x Potion

- 1x Professor Elm
- 2x Energy Removal
- 2x Erika
- 4x Plus Power
- 2x Berry
- 3x Gust of Wind
- 3x Computer Search
- 3x Item Finder
- 2x Professor Oak
- 2x Erika Jigglypuff
- 2x Ditto
- 2x Scyther
- 3x Grimer
- 3x Dark Muk
- 3x Double Colorless Energy
- 2x Dark Energy
- 3x Rainbow Energy
- 1x Grass



Jose Esquerria (21)

Fan-Quest, Yuma, AZ

Pokemon Box set I-Gym II



Sebastian Ehrhard (28) - Apr. 13

Hadewe GmbH, Hannover, Germany

Star Wars Swiss (\$) - 9 participants

2nd: Chris Menzel (33) 3rd: Dirk Friedrichs (30) 4th: Ralf Wachowiak (30)



Scott Celey (11) - Apr. 13

The Outpost, Taylors, SC

Yu-Gi-Oh! Swiss - 6 participants

2nd: Mathew Guitreau (14) 3rd: Kyle Coleman (13) 4th: Jeff

- 2x Trap Hole
- 3x Monster Reborn
- 1x Dark Energy
- 2x Trap Master
- 2x Change of Heart
- 3x Blue-Eyes White Dragon
- 1x Ryu-Kishin Powered
- 1x Sword Stalker
- 1x Mystical Elf
- 1x Rogue Doll
- 1x Invigoration
- 1x Okazaki
- 1x Battle Ox
- 1x Card Destruction
- 1x Gaia the Fierce Knight
- 1x Curse of Dragon
- 1x Pot of Greed
- 1x Dragon Capture Jar



CALIFORNIA Imperial

August 23 and 24, 2002

DESERT CON 2002

Imperial Valley Expo, 200 E. Second St. (Off State Hwy., 86) Fairgrounds. 11 a.m. to 10 p.m. both days. Admission: \$12 one day, \$20 both days. Register by Aug. 22 and pay \$10 for one day, \$15 for both days. Magic: The Gathering tournament and demos; Magic: The Gathering demos and tournaments; Yu-Gi-Oh!, Dragonball Z, and Pokemon tournaments; Star Wars demos; more. Contact Jason or Kristine Zara (760) 353-5253, info@knightlygames.com, www.knightlygames.com.

FLORIDA Tampa

July 27 & 28, 2002

CON GAMES 2002

Crowne Plaza - Sabal Park, 1234 Queen Palm Dr. Charity auction, Lord of the Rings,

Magic: the Gathering, Chez Geek, lots more! 10:00 a.m. Saturday thru 6:00 Sunday. Deadline for pre-registration for games is June 29th. Admission: \$12/day, \$20/weekend. Convention hotel rate: \$75 standard room, \$90 for exec. suite. Contact: Heather Cote (813) 621-1945 MajRakal@aol.com, www.stonehill.org

ILLINOIS Bloomington

July 20 - 21, 2002

FLATCON "NOT FLAT JUST LEVEL"

Shirk Center, Illinois Wesleyan University. Contact: C. David Ross, 300 S. Eastern St., Minier, IL 61759, (309) 766-1608, flatcon@flatcon.com, www.flatcon.com

MARYLAND Timonium

Sunday, June 23, 2002

Comic Book and non-sport card show presented by Clandestine Comics. Holiday Inn, 2004 Greenspring Dr. (exit 16A off I83 North). Celebrate our 10th Anniversary, dealers will be selling-trading-buying

comics, non-sport cards, Magic: The Gathering CCG, Magazines, anime, original art and much more. 25 tables @ \$40, showtime from 11:00 a.m. to 4:00 p.m. Admission is \$1.00, children under 5 are free. For dealer information, call Fred Edson (410) 569-8357 or e-mail clandestinecomic@hotmail.com.

NEVADA Sparks

June 27 - 30, 2003

RENOCON 2003

Golden Phoenix Hotel & Casino. We have dedicated 4,700 sq. ft. to the dealer room. Full air conditioning, carpet, and excellent lighting. For dealer information call (775) 284-5353 or email a.o.games@aol.net

TEXAS Houston

June 14 - 16, 2002

CONSORTIUM 2002

Radisson @ Hobby Airport. Over 4500 sq. feet of gaming including Decipher-sanctioned

War, Star Wars, Star Trek, and LOTR tournaments. Plus writers workshop, dealer's room, art room, masquerade dance and anime room. Proceeds benefit The Bay Area Turning Point. For more information, visit www.con-sortium.org, e-mail info@con-sortium.org, or call Horizon Games at (281) 286-9282.

VERMONT Burlington

June 21, 22, and 23, 2002

BAKURETSU CON

Sheraton Inn, 870 Williston Rd. RPGs, miniatures, CCGs, boardgames, more. Magic Knight, Magic, DragonBall Z and L5R sanctioned tournaments. Art contest, anime music video contest and anime cosplay and costume contest. Magic Type 2 tournament with separate admission. Prizes for all tournaments and contests. See website for details and admission prices: www.bakuretsucon.org. Contact: Valerie Lafleche (802) 877-2647 or write: Bakuretsu Con, P.O. Box 44, Vergennes, VT 05491

VIRGINIA McLean

1st Sunday of Every Month

COMIC, TOY & CCG SHOW

Tyson's Corner Holiday Inn, 1960 Chain Bridge Rd. (exit 11 S/Rte. 123 off I-495). M:TG & other gaming cards, comics, anime, non-sport cards, original artwork, figures, dealers, etc. 10 a.m. to 4 p.m. Contact: Capital Associates, 7952 Arden Ct., Vienna, VA 22027. Jeff Roen (703) 912-1993, comichow@aol.com

WASHINGTON Wenatchee

July 12 - 14, 2002

REBELCON

Wenatchee Sports Cards, 1006 Springwater. Star Wars CCG Swiss Constructed, Open, and Team; LOTR single and multiplayer tournaments; "Blast from the Past" (Prem and ANH only) tournaments. Contact: Gary Page (509) 663-7726, katmae59@aol.com.

ALABAMA

Athens

Sat. - WWF, M:GT Type 1, (S), \$5, 2:30 p.m.
Sat. - DragonBall Z, (S), \$5, 12:15 p.m.
Sat. - Harry Potter, \$5, 10:30 a.m.
Sat. - M:GT Type 1, (S), \$5, 2:30 p.m.
All-Star Comics & Cards, 210 South Jefferson Street
(256) 232-9193 Frogzilla007@yahoo.com

Mobile

Mon, Tues., Thurs., Fri. - Game Night - Highlander, DBZ, WWF, etc., 5-8 p.m.
Wed. - Warlord league, \$3 one-time fee, 5-8 p.m.
1st Sat. - Yu-Gi-Oh constructed, prizes, \$3, 12-4 p.m.
2nd Sat. - Mage Knight, \$3, 12-4 p.m.
3rd Sat. - Buffy constructed, prizes, \$3, 12-4 p.m.
4th Sat. - Harry Potter constructed, prizes, \$3, 12-4 p.m.
1st & 2nd Sat. - Trade Night - door prizes, prizes for highest \$5 card pulled and for purchases, 6-8 p.m.
Sat. - LOTR league, \$5 one-time fee, 5-8 p.m.
Sun. - M:GT constructed, \$5, 1-5 p.m.
M & R Ball Cards & Gaming, 5450 Cottage Hill Road,
(251) 661-4146 MR5450@aol.com

CALIFORNIA

Burbank

Sat. - M:GT (S), call for format, \$5 or depending on format, 2 p.m.
Kings Comics & Games, 420 Glenoaks Blvd. (818) 562-1834
kingscomics@cs.com, www.kingscomicsandcards.com

Fri. - Buffy league (S), \$3, 6:30 p.m.
Fri. - M:GT Type 2 (S), \$5 (incl. free pack), 6 p.m.
Sat. - Pokémon constructed (S), \$5, 1-3 p.m., 3-5 p.m.
Sun. - WWF Belt Tournaments & league, (S), 2 p.m.
Sun. - DragonBall Z constructed (call for type), \$5, 12 noon
Kings Comics & Games 2, 1604 W. Olive Ave. (818) 954-0121
kingscomics@cs.com, www.kingscomicsandcards.com

Eagle Rock
1st Sat. - Star Trek Swiss (S), \$3, 1 p.m.
Sat. - M:GT Type 2 (S), \$5, 1 p.m.
Games and Cards.com, 1716 Colorado Blvd., (323) 341-5611 tournaments@gamesandcards.com
www.gamesandcards.com

Foster City

Mon. - Mage Knight (S), \$2, 6:30 p.m.
Go-Getter's Pizza, 1489 Beach Park Blvd. - organized by Gator Games (650) 571-7529
gatorgames@aol.com, www.gatorgames.com

Industry

Wed. - M:GT draft, 5 p.m.
Wed. - Mage Knight, 5 p.m.
Sat. - M:GT draft, Type 2, (S), \$5, 10 a.m.
Frank & Son Collectible Show, 19649 San Jose Ave. (909) 444-7955

Redwood City

Wed. - M:GT draft (S), \$15, 5 p.m.
Wed. - M:GT constructed, various (S), \$2, 6:30 p.m.
Wed. - DragonBall Z constructed (S), \$2, 6:30 p.m.
Wed. - Mage Knight constructed (S), \$2, 6:30 p.m.
Wed. - Pokémon constructed (S), \$2, 6:30 p.m.
Wed. - Warlord constructed (S), \$2, 5:30 p.m.
Wed. - Buffy, WWF, LOTR, \$2, 5 p.m.
Pizza and Pipes, 851 Winslow St., organized by Gator Games (650) 571-7529
gatorgames@aol.com, www.gatorgames.com

Sacramento

June 2 - HeroClix sealed (S), Cost of Starter, noon
Great Escape Games, 1537 Howe Ave #200, (916) 927-0810, Gerry@Greateescapegames.com
Greateescapegames.com

San Diego

Last Sat. - LOTR (S), \$5, 1 p.m.
Game Keeper University Towne Center, 4465 La Jolla Village Drive #138, nutnucn@yahoo.com

San Mateo

Thurs. - M:GT Type 2 (S), \$5, 4 p.m.
Thurs. - Mage Knight, \$3, 4 p.m.
Gator Games, 4212 Olympic Ave.
GatorGames@aol.com, www.gatorgames.com

Saugus

Fri. - M:GT, various types, (S), \$10 - prizes, 7:30 p.m.
Fri. - Mage Knight draft (S), \$10, prizes, 7:30 p.m.
Fri. - Mage Knight, Type 1, Type 1.5, Type 2, sealed, draft, (S), \$10-prizes, 7:30 p.m.
Fri. - M:GT, Type 1, Type 1.5, Type 2, sealed, draft, (S), \$10-prizes, 7:30 p.m.
Perfect Game, 27653 Bouquet Canyon Rd. (In Albertson's Center) (661) 263-7770, perfectgame@aol.com

COLORADO

Weekly e-mail listing of Star Trek, Young Jedi, Jedi Knights, and LOTR tournaments statewide. To be added, e-mail Spock6@ix.netcom.com

Englewood

2nd, 4th Sat. - Star Trek, format varies, 1 p.m.
Clockwork Comics and Games, 2824 South Broadway, (303) 781-6166, ipowers@pain.com

Littleton

Sun. - Pokémon Swiss (S), \$4, 11 a.m.
Sports Cards Etc., 151 W. Mineral #104, (303) 707-1127
sportscardsetc@aol.com, www.sportscardsetc.com

Parker

Sat. - LOTR league, 6-10 p.m.
CollectorMania, 17892 Cottonwood Dr., (303) 766-3530.
CCGNews@aol.com

CONNECTICUT

Plainville

June 2 - Mage Knight draft, \$15, 8 a.m.
Runecon, 400 New Britain Ave., (610) 205-0937
xchekid@aol.com

DELAWARE

Newark

June 29 - LOTR Delaware Territorial Open Championship, constructed (S) Swiss, 6 rounds, \$15, 11 a.m.
The Days of Knights, 173 East Main Str., (302) 366-0963.
laraine@aol.com, www.daysofknights.com

FLORIDA

Coral Gables

Mon. - LOTR league, 6-10 p.m.
Tues. - LOTR league, \$10 one-time fee, 5-8 p.m.
June 8 - LOTR constructed (S), 11 a.m. registration, 12 p.m. start
June 9 - Star Trek constructed (S), 11 a.m. registration, 12 p.m. start
June 15, 16, 23 - LOTR Realms/Elf Lords sealed pre-release, 12 p.m.
Outland Station, 6791 Red Road, (305) 661-4466
Gelonzo_netrox@yahoo.com

St. Petersburg

June 8 - LOTR constructed Swiss (S), \$4, 1 p.m.
June 22 - LOTR constructed Swiss (S), \$5, 1 p.m.
July 13 - LOTR constructed Swiss (S), \$4, 1 p.m.
Wonder Water, 4341 66th St N, (727) 544-5338
Chau002@campabayrr.com

IDAHO

Boise

June 22 - LOTR State Territorials (S), \$15, 9 a.m. registration, 10 a.m. start
Magic Dragon Games, 6746 Glenwood, (208) 375-9562
Redderlet1@yahoo.com or gummidemon@yahoo.com

ILLINOIS

Brookfield

Fri. - M:GT Limited (S), \$20, 7 p.m.
Sat. - Mage Knight constructed (S), \$5, 12 p.m.
Sun. - M:GT Type 2 (S), \$5, 12 p.m.
The Gaming Depot, 3704 Grand Blvd., (708) 387-2556
reisman@thegamingdepot.com
www.thegamingdepot.com

Carbondale

Sun. - M:GT sealed (S), \$5, 12:30
Sun. - M:GT Type 1 (S), \$5, 12:30
Sun. - M:GT Type 1.5 (S), \$5, 12:30
Sun. - M:GT sealed (S), \$20, 12:30
Castle Perilous Games, 715 S. University, Suite 203, (618) 529-5317, castlepe@aol.com

Glenview

Fri. - M:GT Type 2, (S) \$5, 7 p.m.
Sat. - M:GT sealed (S), \$20, 6 p.m.
1st Sun. - M:GT 14 and under Extended (S), \$5

3rd Sun. - Star Wars, \$5, 12 noon
Pastimes, Inc., 1723 Glenview Rd. (847) 724-9636
www.pastimes.net

Lindenhurst

Fri. - DragonBall Z Swiss, \$3, 4:30 p.m.
Fri. - M:GT Type 2, Swiss (S), \$3, 7 p.m.
Sat. - Pokémon Swiss, \$3, 12 noon
Sat. - Mage Knight Swiss, \$3, 3 p.m.
Sun. - M:GT Type 2, Swiss, \$3, 2 p.m.
Sun. - M:GT draft, Swiss, \$10, 2 p.m.
June 8 - M:GT Judgement sealed, \$100, 6 p.m. Prizes!
All-Star Sports Cards & More, 2132 E Grand Ave (847) 265-3431

Lyons

Tues. - M:GT Swiss, free, 5 p.m.
Thurs. - Mage Knight Swiss (S), \$3, 5 p.m.
Alt. Fri. - M:GT draft (S), \$13, 5 p.m.
Alt. Fri. - M:GT Type 2 (S), \$3, 6 p.m.
Crazy Card & Comics, 7929 Ogden Ave., (708) 447-2653
PROS_CrazyCard@dotplanet.com

Niles

Thur. - M:GT Type 2 (S), \$5, 7 p.m.
Thur. - M:GT draft (S), \$14, 7 p.m.
Fri. - M:GT draft (S), \$14, 7 p.m.
Fri. - Mage Knight (S), 7 p.m.
2nd Sat. - Star Trek (S), \$5, Noon
3rd Sat. - M:GT 14 and under Extended (S), \$5
3rd Sat. - Babylon 5 (S), \$5, Noon
3rd Sat. - WWF (S)
1st Sun. - Star Wars (S), \$5, Noon
2nd Sun. - Warlord (S), Noon
3rd Sun. - Legends of the Five Rings (S), Noon
June 8 - Star Wars Swiss (S), \$10, 11 a.m.
Pastimes, 8478 Golf Road, (847) 470-9636
info.pastimes.net, www.pastimes.net

Tues. - M:GT Type 2 (S) thru July & Aug., \$10, 6 p.m.
Sat. - M:GT, Type 2, (S) thru July & Aug., \$10, 6 p.m.
Windy City Comics - Golf Mill Mall, 321 Golf Mill Center, (847) 299-9944, thebarbs@aol.com

Stickney

Tues. - M:GT Arena, \$3, 5 p.m.
Wed. - M:GT draft (S), \$7, 4 p.m.
Thur. - Mage Knight Multi-Player (S), \$3, 4 p.m.
3rd Fri. - Start Aug. 17 - M:GT, Invasion Block constructed (S), \$3
3rd Fri. start Aug. 24 - M:GT, Type 2 Pairs constructed Teams (S), \$6 a team
Alt. Sat. start Aug. 18 - M:GT Type 2 (S), \$3, 1 p.m.
Alt. Sat. start Aug. 25 - M:GT Extended (S), \$3, 1 p.m.
Crazy Card & Comics, 3908 S. Gunderson Ave. (708) 484-5608, crazycard@dotplanet.com

KANSAS

Emporia

June 22 - Redemption, various, State Level Tournament (S), \$3 open, \$10 sealed, 8:30 a.m. to 9 p.m.
Lock, Stock, and Bible (in the Flint Hills Mall), 1674 Industrial Rd., (602) 342-6212
rgdirector@hotmail.com

Lafayette

Sat. - Magi-Nation constructed (S), Free
Castle Cards and Comics, 2133 South Fourth Street, (765) 474-1110

Manhattan

Fri. - M:GT, 5:30
Sat. - WWF, 6 p.m.
Sat. - Mage Knight, 1 p.m.
Wildcat Cards, 1312 Westloop (785) 587-1977

Overland Park

Sat. - M:GT Type 1 (S), \$6, 5 p.m.
Collector's Cache, 7317 W. 95th St. (913) 648-0446
www.collectorsscache.com

Wed. - Pokémon (S), free, 5 p.m.
Fri. - M:GT Type 2 (S), free, 6 p.m.
Sat. - M:GT Type 1 (S), \$6, 5 p.m.
Sun. - M:GT Type 1 (S), \$6, 4 p.m.
Collector's Cache, 10150 W. 119th St. (913) 338-2273
www.collectorsscache.com

KENTUCKY

Louisville

June 1 - HeroClix Marquee draft, \$15, 4 p.m.
June 1 - Mage Knight 1,500 pt. Conquest (S), \$3, 12 p.m.
June 2 - HeroClix Marquee draft, \$15, 4 p.m.
June 8 - Mage Knight 300 pt. (S), \$3, 12 p.m.
June 22 - Mage Knight 200 pt. (S), \$3, 12 p.m.
June 29 - Mage Knight, 400 pt. (S), \$3, 12 p.m.
Book and Music Exchange, 5522 Newcut Rd., (502) 364-8944, bobjackson@aol.com
www.bookandmusicexchange.com

MAINE

Lewiston

Last 2 Fri. - M:GT Friday Night Type 2 or draft (S), 5 p.m.
2nd Fri. - DragonBall Z, (S), 5 p.m.
Sat. - Pokémon league, 10 a.m.
Sat. - Mage Knight, tournaments vary, 12:30 p.m.
Zimmie's, 197 Main St. (207) 783-4450
joe@zimmiescomics.com

MARYLAND

Silver Springs

Sat. - M:GT Type 2 (S), \$5, 11 a.m.-5 p.m.
Alliance Comics, 8317 Fenton St., (301) 588-2546
alliancecomics@earthlink.net

MASSACHUSETTS

Lenox

Fri. - M:GT draft, Friday Night Magic (S), \$9, 6 p.m.
Sat. - M:GT Type 2 (S), \$5, 6 p.m.
Lenox Sports Cards & Games, 55 Pittsfield Road, (413) 637-3243, wamccards@berkshire.net

Waltham

Sun. - M:GT sealed (S), 1 p.m.
Danger Planet Games, 36 Spruce St. (781) 894-6792
www.dangerplanetgames.com

MICHIGAN

Allen Park

Wed. - Mage Knight (S), \$5, 7 p.m.
Allen Park Sports, 6800 Allen Road, (313) 388-1519
allenparksports@earthlink.net

Grand Rapids

Fri. - M:GT alternating Type 2 (\$5) draft (\$10) (S), 6 p.m.
Baseball Card City, 6504 28th St. SE, (616) 940-1676
eferris@boardcity.com, www.boardcity.com

Livonia

Mon. - DragonBall Z, Swiss, constructed & casual play, \$5, 4 p.m.
Thurs. - LOTR Swiss, constructed & league (S), 6 p.m.
Fri. - LOTR constructed (S), 7 p.m.
Sun. - Magi-Nation Swiss constructed, \$5, 1 p.m.
July 4 - M:GT Type 1.5 red, white, & blue decks (S), \$5, 1 p.m.
July 7 - M:GT Type 2 constructed (S), \$5, 12 p.m.
July 14 - M:GT Type 2 draft (S), \$8, 12 p.m.
July 20 - WWF constructed (S), \$5, 4 p.m.
July 28 - M:GT Type 2 sealed deck (S), \$15, 12 p.m.
RiWhobbies, 29116 Five Mile Road, (734) 261-7233
RiWhobbies1@aol.com, www.rtwihobbies.com

Midland

Mon./Thurs. - M:GT, \$15; LOTR (S), free; 7-10 p.m.
Collector's Corner and the Back Room, 4011 Jefferson Ave. (989) 839-2060, CornerMI@aol.com, corner.org

Oxford

Fri. - Friday Nite Magic Type 2, 5:30 p.m.
Sat. - Pokémon, 9 a.m.
Sun. - Star Trek, 12 p.m.
BDC Sports Carts, 605 S Lapeer, (248) 969-9021

Wyandotte

Wed. - Mage Knight (S), \$5, 6:30 p.m.
Fri. - Mage Knight (S), \$5, 6 p.m.
Mel's Sports Collectables, 3153 Fort Street, (734) 283-8356.
mmelsport@aol.com, melsports.com

MINNESOTA

Falcon Heights

Mon. - LOTR, \$2, 6 p.m.
Tue. - M:GT tournament & Arena, 5:30 p.m.
Wed. - Mage Knight tournament (S), free, 6 p.m.
Thur. - LSR (S), Vampire, WWF tournaments, free, 6 p.m.
Thur. - LOTR (S), \$2, 6 p.m.
Sun. - M:GT weekly tournament, call for details, free
Source Comics & Games, 1601 W. Larpenteur Ave., (651) 645-0386
bobsource@aol.com, www.sourcessandgame.com

Minnetonka

Fri. - Mage Knight, M:GT Type 1 (S), Harry Potter, 7-11 p.m., \$3, First tourney of month is free.
Game Tech, 3311 County Rd. 101, (952) 249-6229
sales@gamestech.org, www.gamestech.org

MISSOURI

Columbia

June 22 - Mage Knight draft (S), 3 Day Convention Rates-\$25 Pre-reg through April 30, \$30 at the door, 8 a.m.-noon
June 22 - Mage Knight, Head-to-Head, (S), 3 Day Convention Rates-\$25 Pre-reg through April 30, \$30 at the door, Noon - 4 p.m.
Ramanda Inn Conference Center, 1100 Vandiver Drive, (573) 443-3436 Columbia_game_guild@hotmail.com
<http://columbiacommunityconvention.tripod.com/main.htm>

June 15 - LOTR sealed (S), Admission: Purchase starter deck and up to two boosters, 1 p.m.
Valhalla's Gate, 901 E. Nifong Blvd., Suite B, (573) 442-1329
valkyrie@valhallasgate.com, www.valhallasgate.com

Sedalia

Sun. - Mage Knight, \$3 constructed, \$20 draft, 1 p.m.
Gamer's PairADice, 115 South Ohio Avenue, (660) 829-4191, Gammers_pairdice@earthlink.com

St. Louis

1st Fri/June - M:GT sealed (S), \$15, 6:30 p.m.
2nd, 4th Fri/June - M:GT Type 2 (S), \$5, 6:30 p.m.
3rd Fri/June - M:GT draft (S), \$10, 6:30 p.m.
Sat. - DragonBall Z, \$3, 12:30
Sat. - Pokémon league w/standard tourney, \$5, 1:30 p.m.
Sun. - Star Wars Swiss, \$5, 12:30
All American Collectibles, 6510 Chippewa, (314) 352-7700

TOURNAMENT & WINNERS LISTINGS IN SCRYE ARE FREE!

Retailers & tournament directors:
for information e-mail
scryetour@krause.com

NEBRASKA

Lincoln

Mon. - Mage Knight, 6 p.m.
Tues. - Pokémon, 4 p.m.; Magi Nation, 6 p.m.
Wed. - Open Gaming, 6 p.m.
Thur. - Star Wars, 6 p.m.
Fri. - Pokémon, 4 p.m.; M:TG, 6 p.m.
Sat. - Open Gaming & M:TG tournament (S)
Sun. - Pokémon, 12 noon
All gaming is free and prizes awarded
HobbyTown USA, 220 N. 66th St. (402) 434-5056
HTUMerlin@aol.com, www.hobbytown.com

NEVADA

Las Vegas

Sat. - Mage Knight, Head-to-Head, Team constructed, (S), \$5, 2 p.m.
Tim Boal's Comic Oasis, 4250 S. Rainbow #1003, (702) 222-1668. comicoasis@earthlink.com
www.comicoasis.com
Henderson
Fri. - M:TG Type 2 constructed (S), \$5, 5 p.m.
Sat. Monthly - LSR Gold constructed, \$5, 12 p.m.
Hobby Town USA, 2803 N. Green Valley PKWY, (702) 451-4400. vegasemental@aol.com

NEW HAMPSHIRE

Somersworth

Daily - Open Gaming, free
Wed. July/Aug. - Mage Knight (S), 5 p.m.; DragonBall Z, 6 p.m.; free
Thurs. July/Aug. - M:TG, \$3, 5:30 p.m.
Fri. July/Aug. - M:TG, \$3, 5:30 p.m.; Yu-Gi-Oh!, free, 6 p.m.
Sat. July/Aug. - HeroClix (S), Mage Knight (S), free, 12 p.m.
Toys from the Attic, 93 Main St., (603) 692-4562
Drib3001@aol.com

Mon. - M:TG, free, 5:30 p.m.
1st Tues. - WWF (S), free, 5:30 p.m.
Fri. - Mage Knight, Dungeons, Head-to-Head, Team constructed, (S), free, 5 p.m.
The Paperback Bazaar, 120 Tri-City Plaza, (603) 742-2626.
pbbsz@tci.com, www.pbbsz.com

NEW JERSEY

Paramus

June 1 - Mage Knight draft, \$10, 10 a.m.
June 1 - Mage Knight Team constructed, \$10, 4 p.m.
Garden State Gametfest/Bergen Mall, Route 4 East, (201) 475-0666. tonystayee@earthlink.net

NEW MEXICO

Las Cruces

Sat. - M:TG Extended, \$3, 2 p.m.
New Dimensions, (505) 521-8156. tonryu@earthlink.com

NEW YORK

Bronx

Sun. - MK Dungeons (S), \$3, 5:30 p.m.
Tues. - Mage Knight (S), \$3, 5:30 p.m.
Evernight Games, 3 Center Street, (716) 672-2273
game@evernight.org, www.evernight.org
Loudonville
June 1 - M:TG Extended (S), \$1, 6 p.m.
June 28 - M:TG Type 2 (S), \$1, 6 p.m.
Flights of Fantasy, 488 Albany-Shaker Rd., (518) 435-9337.
fof@nycap.com

Mastic

Wed. - M:TG Swiss Vintage-Type 1 (S), \$3, 6 p.m.
Fri. - M:TG Swiss Standard (S), \$3, 6 p.m.
Sat. - DragonBall Z Swiss constructed (S), \$3, 1:30 p.m.
Sat. - MLB Swiss constructed (S), \$2, 2:30 p.m.
Sat. - LOR Swiss constructed (S), \$2, 12:30 p.m.
Sun. - Yu-Gi-Oh Swiss constructed (S), \$3, 1 p.m.
Sun. - WWF Swiss constructed (S), \$3, 1 p.m.
Golden Memories Comics and Games, 1265 Montauk Highway, (631) 281-0554/(631) 281-9124
reaguno@earthlink.com

Plainville

Fri. - M:TG Type 1.5 (S), Fee: 2 boosters, 5:30-7:30
Fri. - M:TG Type 1.5 (S), Fee: Call, 5:30 p.m.
Captain Comic, 139 Central Pk Rd., (516) 576-3770

Syracuse

June 8 - LOR DGM Territorial Open, sealed Swiss (S), \$10-\$15, 1:30 p.m.
June 15 - LOR, Realm/Elf-Lords pre-release, sealed Swiss, (S), \$10-\$15, 2 p.m.
Altered States, 689 North Clinton St., (315) 472-GAME.
events@alteredstates.com, www.alteredstates.com

LEGEND

(S) = Sanctioned. Denotes a tournament recognized by the CCG manufacturer; contenders may be eligible for ranking.

L5R = Legend of the Five Rings

LOTR = Lord of the Rings

M:TG = Magic: The Gathering

NORTH CAROLINA

Chapel Hill

4th Sat. - LOR, Swiss constructed (S)
June 22, Realm of the Elf Lords sealed, \$5, 1 p.m.
Borders Books and Music, 1807 Chapel Hill Rd., (919) 672-6930. donsters@hotmail.com
Wilmington
Fri. - M:TG casual play, 6 p.m.
Sun. - DragonBall Z casual play, 12 p.m.
Fanboy Comics, 3901-A Wrightsview Ave, (910) 452-7828. fanboy@wilmington.net
gocities.com/fanboycomics2000/

OHIO

Lakewood

Tues. - M:TG Extended (S), \$3, 5:30-9:30 p.m.
Thur. - Yu-Gi-Oh!, \$3, 4:30-7:30 p.m.
Fri. - M:TG draft (S), \$11, 5:30-9:30 p.m.
Sat. - DragonBall Z (S), \$3, 2-5 p.m.
Sun. - M:TG Type 2 (S), \$3, 1-5 p.m.
Altered Reality, 15609 Detroit Road, (216) 226-5890
chicstebucchi@aol.com
Rocky River
Tues. - M:TG Type 2 (S), \$5, 6:30 p.m.
Thur. - M:TG Odyssey Block (S), \$5, 6:30 p.m.
Fri. - M:TG draft, Friday Night Magic (S), \$13, 7 p.m.
Sat. - M:TG Type 2 (S), \$3, 2 p.m.
June 2, 16, 30 - LOR constructed (S), \$5, 1 p.m.
Compendium Collectibles, 19644 Center Ridge Road, (440) 895-1224. compendiumohio@msn.com
www.compendiumohio.com

OKLAHOMA

Tulsa

Fri. - M:TG Type 2 (S), \$3, 6:45 p.m.
Fri. - Mage Knight draft, \$15, 6:45 p.m.
Top Deck Games, 5970-K East 31st Street, (918) 665-7529. Top_deck_games@yahoo.com
www.topdeckgames.com

OREGON

Klamath Falls

Mon. - M:TG (S), trading, 5:30-9 p.m.
Mon. - M:TG, DragonBall Z or Pokémon, free
Thom-Mi's Card Shop, Jefferson Square Mall, 2848 S. 6th St., (877) 881-3804
thommi@evs.net, www.thommi'scardshop.com

PENNSYLVANIA

Allentown

Tues. - Mage Knight (S), free, 6 p.m.
Hobbytown USA, 4642 Broadway Rd., Tilghman Square Shopping Center, (620) 336-9960. jeunlaub@aol.com
Bloomsburg
June 23 - Mage Knight scenario, 1 p.m.
Kehr Union Building, Bloomsburg University (Sponsored by The Cloak & Dragon Bookstore), (570) 784-2472. books@earthlink.net, rosealmbra@yahoo.com

Feasterville

Fri. - M:TG Type 2 Swiss (S), \$3, 6 p.m.
Sat. - M:TG Extended Swiss (S), \$5, 12 noon
3rd Fri. - M:TG Type 2 draft (S), \$12, 6 p.m.
Access Communications, 1108 Bustleton Pike, (215) 357-7466. magicthegathering@comcast.net

Hatboro

Fri. - M:TG Extended (S), \$5, 6 p.m.
Access Communications, 44 North York Road (Next to Wawa's), (215) 443-7615

Punxsutawney

Sun. - M:TG, Buffy, \$3/wk, \$10/mo., \$100/yr., 12-6 p.m.
The Alternative Factor, 200 W. Mahoning St., (814) 938-0152. thefactor@pennswoods.net

RHODE ISLAND

Woonsocket

Fri. - M:TG Booster, 6 p.m.
Sat. - M:TG Type 1, 4 p.m.
Sun. - M:TG Type 2, 4 p.m.
Woonsocket's Collectible Authorities, 575 Cumberland Hill Rd., (401) 356-4001. Rsggry1@msn.com

SOUTH CAROLINA

Anderson

Fri. - M:TG draft (S), \$10, 6 p.m.
Fri. - M:TG Swiss draft, various, (S), \$10, 5 p.m.
Sat. - DragonBall Z Swiss, free, 1 p.m.
Sat. - M:TG Swiss, various, (S), \$10, 5 p.m.
Sat. - M:TG Extended (S), \$10, 5 p.m.
Sun. - LOR Swiss (S), \$3, 1 p.m.
Sun. - Pokémon Swiss, free, 1:30 p.m.

Sun. - Pokémon constructed (S), \$3, 2 p.m.
Planet Comics, 3448 Cinema Center, (864) 261-3578
events@planetcomics.net, www.planetcomics.net/

Taylors

Tues - Mage Knight, varies, \$5, 7 p.m.
Fri. - DragonBall Z Swiss (S), \$5, 6 p.m.
Sat. - Mage Knight Swiss (S), \$5, 4 p.m.
Sat. - Pokémon Swiss, \$5, 4 p.m.
Sun - M:TG, varies, (S), \$5, 4 p.m.
Varies - LOR, varies, (S), \$5, Varies
The Outpost, 3110 Wade Hampton Blvd, (864) 322-2969. society@aol.com, www.gamesociety.com

Tues. - M:TG; Mage Knight Swiss 300 pt., \$2; 7 p.m.
Fri. - DragonBall Z Swiss (S), free, 6 p.m.
Sat. - Harry Potter Swiss, \$2, 12:30 p.m.
Sat. - Mage Knight Swiss 300 pt., \$2, 3:30 p.m.
Sat. - Pokémon Swiss, \$2, 4 p.m.
Sun. - M:TG, fee varies, 3 p.m.
Let the Games Begin, 3110 Wade Hampton Blvd., Gallery Centre, Suite 20, (864) 322-0140

Myrtle Beach

Wed., Fri. - M:TG Type 2 (S), free
Sat. - M:TG Extended (S), free
Sun - LOR (S)
Dragons Lair, 1137 Hwy. 544, (843) 238-9975
www.beachdragon.com

TENNESSEE

Chattanooga

Fri. - M:TG Type 2 draft Swiss (S), \$10, 2 p.m.
Sat. - M:TG (S), various, \$10 (sealed \$15), 2 p.m.
American Comics & Cards, 6787 Lee Highway, (423) 490-0501. AMCOMICS@AOL.COM
www.americancomics.com
Hermitage
June 8, July 13, Aug. 10 - LOR constructed 3 rnd Swiss (S), \$5, 1 p.m.
June 29, July 27, Aug. 24 - LSR constructed 5 rnd Swiss (S), \$5, 1 p.m.
The Game Keep, 3952 Lebanon Pike, (615) 883-4800
gm@thegamekeep.com, thegamekeep.com

TEXAS

Houston

Fri. - M:TG draft (S), \$10, 7 p.m.
Sat. - Pokémon Swiss (S), \$5, 7 p.m.
Sat. - ML Swiss (S), \$5, 2 p.m.
Sun. - Yu-Gi-Oh constructed Swiss (S), \$5, 2 p.m.
L. King Collectables, 3001 Fondren, Suite E, (713) 782-2273.
lking@flash.net, lking.net

Fri. - M:TG draft (S), 7 p.m.
Sat. - M:TG Type 2 (S), 7 p.m.
Sat. - LOR constructed or sealed (S), 12 p.m.
Sat. - Mage Knight constructed or sealed (S), 12 p.m.
Strike Zone, 17402 Northwest Freeway, (713) 937-3141.
dustin@earthlink.net, www.strikezoneonline.com

Fri. - M:TG Type 2 (S), 7 p.m.
Sat. - Mage Knight constructed or sealed (S), 12 p.m.
Sat. - LOR constructed or sealed (S), 12 p.m.
Sun. - M:TG draft, 1 p.m.
Strike Zone, 10904 Scarsdale #280, (281) 484-7875
dustin@earthlink.net, www.strikezoneonline.com

Victoria

Sat. - MK Dungeons Heroic Teams (S), \$5, 1 p.m.
Brodie's Comics & Cards, 5803 John Stockbauer Suite F, (361) 578-9918. brodie@brodiecomics.com
www.brodiescomics.com

Waco

June 29 - Star Wars constructed Swiss (S), free, 10 a.m.-10 p.m.
Ryans Family Steakhouse, 301 S. Valley Mills Dr., (254) 729-8307. mrc07agent@hotmail.com

UTAH

Midvale

June 29 - LOR Territorial Championship constructed (S), \$15, 10:30 a.m.
Hastur Hobbies, 6831 S State St., (801) 518-0824
thorin@halsosmoria.com

Sandy

Sat. - Pokémon league, \$1, 12 p.m.; Yu-Gi-Oh, \$2, 2 p.m.; M:TG (S), \$5, 6 p.m.; Rifts, \$3, 10 p.m.
July 2, 5, 26 - M:TG, \$2, 6 p.m.
July 6 - DragonBall Z, \$3, 9 p.m.
July 9 - M:TG Type 1.5, Vanguard, \$2, 6 p.m.
July 12 - M:TG Type 2 (S), \$2, 6 p.m.
July 13 - Magi-Nation (S), \$3, 9 p.m.
July 16 - M:TG Type 1, Chaos, \$2, 6 p.m.
July 19 - M:TG draft (S), \$12, 6 p.m.
July 19 - Warhammer (S), \$2, 4 p.m.
July 20 - Star Wars Sith Rising sealed/draft, \$15, 9 p.m.
July 23 - M:TG Type 1.5 Team, \$2, 6 p.m.
July 27 - LOR, \$3, 9 p.m.
Century Magic, 2063 East 9400 South, (801) 453-9005.
Cemagic@aol.com

VIRGINIA

Chantilly

June 22 - Star Wars Swiss (S), TBD, 11 a.m.
Game Parlor, 13936 Metrotech Drive, (703) 803-3114
help@gameparlor.com, gameparlor.com

Virginia Beach

Sun. - LOR (S), \$5, 1 p.m.
Mon. - M:TG (S), \$5, 5 p.m.
Sat. - DragonBall Z (S), \$5, 1 p.m.
Sat. - Buffy (S), \$3, 1 p.m.
Sat. - Star Wars (S), \$5, 1 p.m.
Fantasy Escape Comics & Cards, 309 Aragona Blvd.
Suite 117, (757) 497-5977
Fantasy@eoc.net, www.fantasyescape.com

WASHINGTON

Buckley

Fri. - M:TG Draft (S), \$10, 5 p.m.
Lucky Star Game Shop, 9925 214 Ave. E. Suite 1, (253) 826-4810. MaxZmarin@aol.com

Tacoma

Fri. - M:TG Type 2 (S), \$5, 7 p.m.
Sat. - M:TG Arena league, \$5, 3 p.m.
Northwest SportsCards, 2602 Bridgeport Way W., (253) 564-9204

WISCONSIN

Appleton

June 1 - M:TG Judgement sealed (S), \$20, 10:30 a.m.
June 8 - Mage Knight, \$5, 10:30 a.m.
June 15 - M:TG Extended (S), \$5, 10:30 a.m.
June 15 - Mage Knight Conquest Marquee, 10:30 a.m.
June 22 - M:TG Type 2 (S), \$5, 10:30 a.m.
Chimera Hobby Shop, Inc. 700 W. Wisconsin Ave. (920) 735-1201
chimera@charter.net, www.chimerahobby.com

Fond du Lac

June 1 - M:TG Extended (S), \$5, 10:30 a.m.
June 8 - LOR constructed (S), \$5, 10:30 a.m.
June 15 - M:TG Type 2 (S), \$5, 10:30 a.m.
June 15 - WWF Smackdown, \$5, 10:30 a.m.
June 22 - M:TG Judgement sealed (S), \$20, 10:30 a.m.
Chimera Hobby Shop, Inc., 347 W. Division Street, (920) 922-8338
chimera@charter.net, www.chimerahobby.com

AUSTRALIA

WINDSOR

Victoria

June 4, July 2 - LSR Gold storyline, Magi-Nation Open, 7th Sea Open, \$6, 6:30 p.m.
June 11, July 9 - Buffy Open, Highlander (decks provided), Dr. Who sealed (June only), \$6, 6:30 p.m.
June 18 - Mythos Open, LOR Open, \$6, 6:30 p.m.
June 25, July 23 - Shadowfist Open, Mage Knight 200 pt., Warlord Open, \$6, 6:30 p.m.
July 16 - Dr. Who Open, Netrunner sealed, LOR Open, \$6, 6:30 p.m.

Alternate Worlds, 76 Chapel Street, Windsor, 3181
aworld@earthlink.net.au, www.alternateworlds.com.au

CANADA

BRITISH COLUMBIA

Kelowna

Friday - M:TG Type 2 (S), free, 6:30 p.m.
Dragon Cards, Games & Collectible, 15 - 1771 Cooper Road, (250) 860-1770. dragoncards@shaw.ca

ONTARIO

Mississauga

Fri. - M:TG Type 2 (S), \$2, 6 p.m.
Sun. - M:TG Type 1 (S), \$2, 1:30 p.m.
Tripleplay, Unit 6, 63 Queen St. South, (905) 814-8866

Smith Falls

Mon. - M:TG Arena league, \$2, 7 - 10 p.m.
Wed. - M:TG Arena league, \$2, 7 - 10 p.m.
Sun. - M:TG Arena league, \$2, 12 - 3 p.m.
3rd Sun. - M:TG Type 2, \$5, 10 a.m.
Eagle Comics, 22 1/2 Beckwith Street South, (613) 283-5855. reamond@ymt.net.ca

GERMANY

Berlin

June 9 - LOR, Star Trek Territorial Opens, constructed (S), EUR 12.50 (on location), EUR 10.00 (preregister via e-mail), 12 p.m.

Olympiastadtspark, Sportforum Berlin, Gro e Halle, Weissensee Weg 51-55. Alex.Jota@gmx.de

Hannover

June 15 - Star Wars Swiss (S), EUR 5, 11 a.m.
July 13 - Star Wars Swiss (S), EUR 5, 11 a.m.
Aug. 10 - Star Wars Swiss (S), EUR 5, 11 a.m.
Hadewe GmbH (office rooms provided to play at), Grambart Str. 10, +49 511 3366399-17
Chmamanzel@hadewe-online.de

UNITED KINGDOM

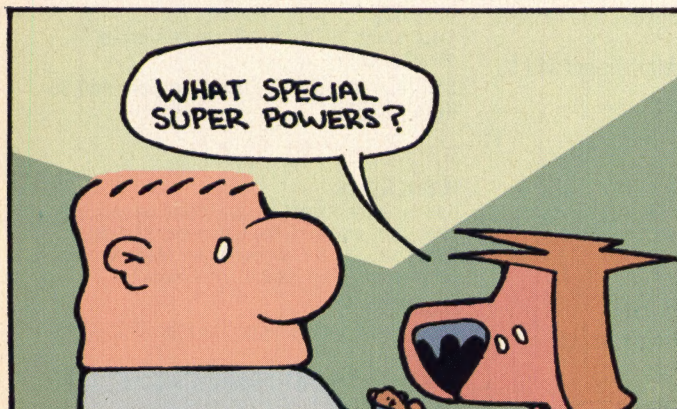
YORKSHIRE

Hull

First Sun. - LOR (S), £4, 11 a.m.
Archeron Books and Games, 3 Little Queen Street, Jameson Str. (044) 01482 221011
deano@zipster.karoo.net.uk
www.archeron.karoo.net

DORK TOWER

BY JOAN KOVALIC



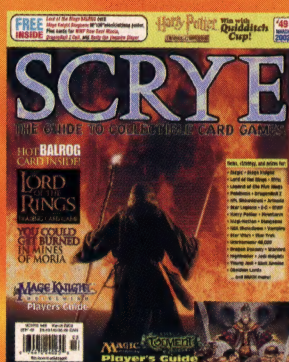
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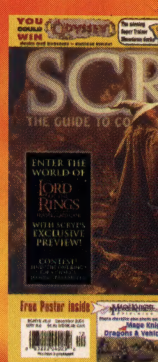
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Scrye Back Issues & Books

May/June 02 #51

HIGHLIGHTS

How to become a Product Champion
How to run your own tournament
Players Guide for Mage Knight: Dungeons
Players Guide for Lord of the Rings:
Mines of Moria.

INSERTS

Star Wars: Attacks of the Clones game card

**\$10 (Includes P&H) Foreign orders add \$5
Item #SY0502**

April 02 #50

HIGHLIGHTS

Richard Garfield Star Wars interview, Magic:
The Gathering complete Type 2 Player's Guide,
complete Magic: The Gathering price guide.

INSERTS

DragonBall Z: Cell Games card
One of two Harry Potter: Diagon Alley cards
Yu-Gi-Oh! mini-poster

**\$10 (Includes P&H) Foreign orders add \$5
Item #SY0402**

March 02 #49

HIGHLIGHTS

Mage Knight Whirlwind Player's Guide,
Magic: The Gathering Torment Player's
Guide, Star Legions preview

INSERTS

Mage Knight Dungeons 20" x 30", check-
list/map poster, Lord of the Rings Balrog card,
WWF Raw Deal Mania card, DragonBall Z Cell
Saga card, Buffy the Vampire Slayer card

**\$10 (Includes P&H) Foreign orders add \$5
Item #SY0302**

Jan/Feb '02 #48

Highlights

Complete Warlord Players Guide, Feature:
What does it take to break into the Industry?

Inserts

Buffy the Vampire Slayer Playmat, NFL
Showdown 2002 Mini booster pack, 2 Magi-
Nation cards, Vampire: The Eternal struggle
Bloodlines card

**\$10 (Includes P&H) Foreign orders add \$5
Item #SY0102**

Nov/Dec '01 #8.8

HIGHLIGHTS

Lord of the Rings cover feature including a com-
plete Fellowship of the Ring card checklist, plus
Magic: The Gathering Odyssey Player's Guide.

INSERTS

Mage Knight Whirlwind, Dragons, and Vehicles
photo checklist poster

**\$10 (Includes P&H) Foreign orders add \$5
Item #SY1101**

Oct. '01 #8.7

HIGHLIGHTS

Special Fall Game Preview issue covering
more than 40 new and upcoming games,
plus Rifts CCG checklist.

INSERTS

DragonBall Z Androids Saga card

**\$10 (Includes P&H) Foreign orders
add \$5
Item #SY1001**

Sept. '01 #8.6

HIGHLIGHTS

Harry Potter cover feature, plus Scrye's
exclusive translations for Pokemon Neo 4:
Darkness & Light

INSERTS

The Best of Dork Tower comic book; WWF
Raw Deal and Z-G cards; Upper Deck Mage
Knight trading card

**\$10 (Includes P&H) Foreign orders add \$5
Item #SY0901**

July/Aug. '01 #8.5

HIGHLIGHTS

Great gaming comics issue featuring Dork
Tower, Mage Knight, and more! Plus Player's
Guides for Magic: The Gathering Apocalypse
and Mage Knight Lancers.

INSERTS

Mage Knight Rebellion and Lancers photo
checklist poster

**\$10 (Includes P&H) Foreign orders add \$5
Item #SY0701**

May/June '01 #8.4

HIGHLIGHTS

Special Mage Knight feature including campaign
rules. Plus a Magic: The Gathering 7th Edition
Player's Guide and checklists for Mage Knight
Lancers and Magi-Nation The Awakening

INSERTS

Sailor Moon and Vampire: The Eternal Struggle
cards

**\$10 (Includes P&H) Foreign orders add \$5
Item #SY0501**

Every issue of SCRYE features great deck design tips & examples for CCGs, Including Magic: The

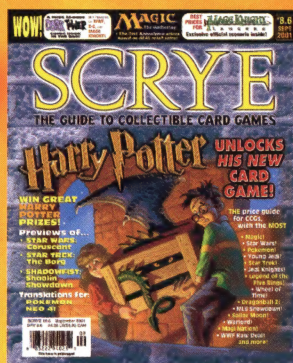
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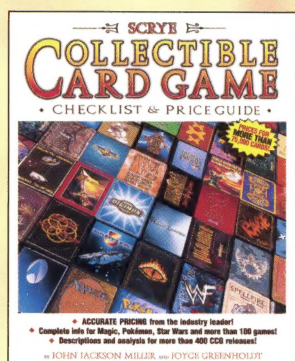
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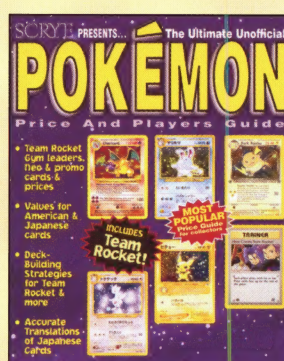


Scrye Collectible Card Game Checklist & Price Guide

by John Jackson Miller and Joyce Greenholdt

This is the only book that lists and prices every single collectible card game, including Magic: The Gathering and Pokémon. Features more than 60,000 cards and more than 600 photos, appendices, cross-references, and a detailed price guide to help identify and evaluate any collection.

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by The Editors of Scrye

This is the most complete guide to Pokémon cards. It includes complete translations of Japanese cards and tips from some of the top players in the country.

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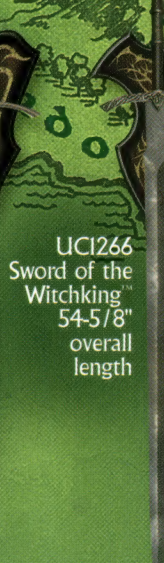
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